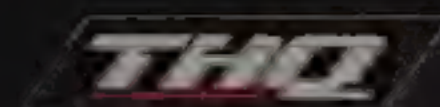


Saints Row™

COVERS MICROSOFT XBOX™ 360

BASED ON A GAME
RATED BY THE
ESRB



Written by Tim Bogenn





Saints Row

official strategy guide

Written by Tim Bogenn

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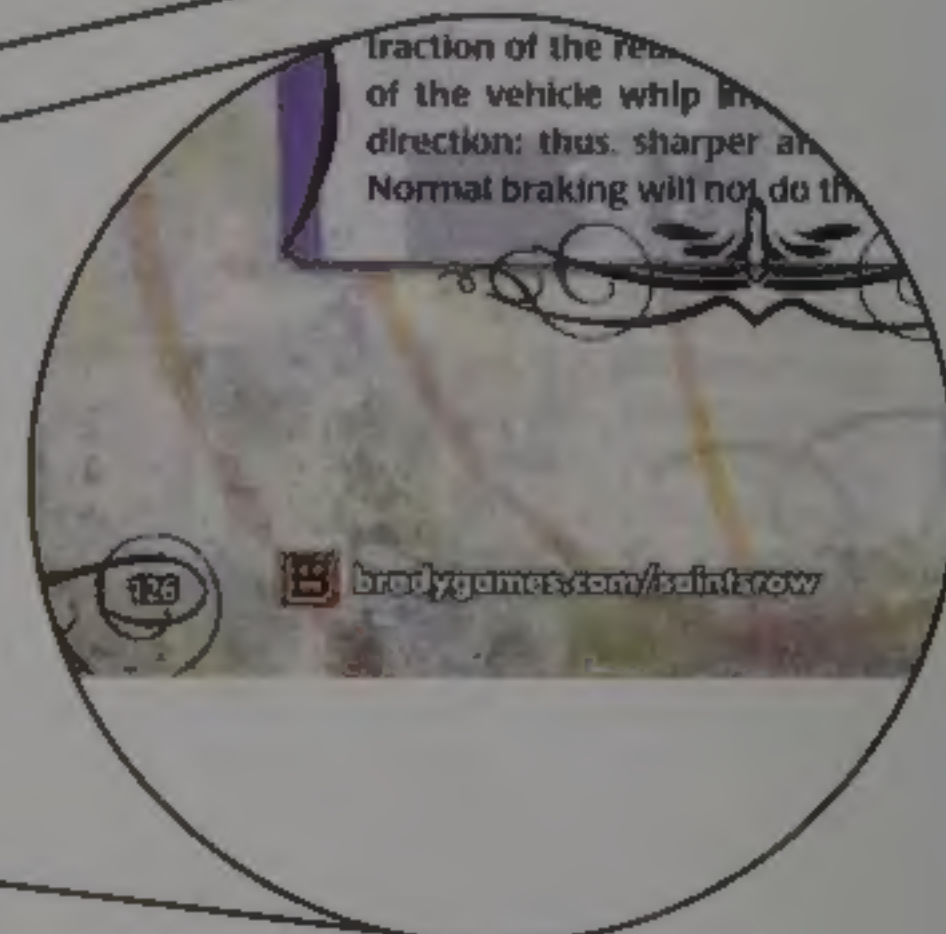
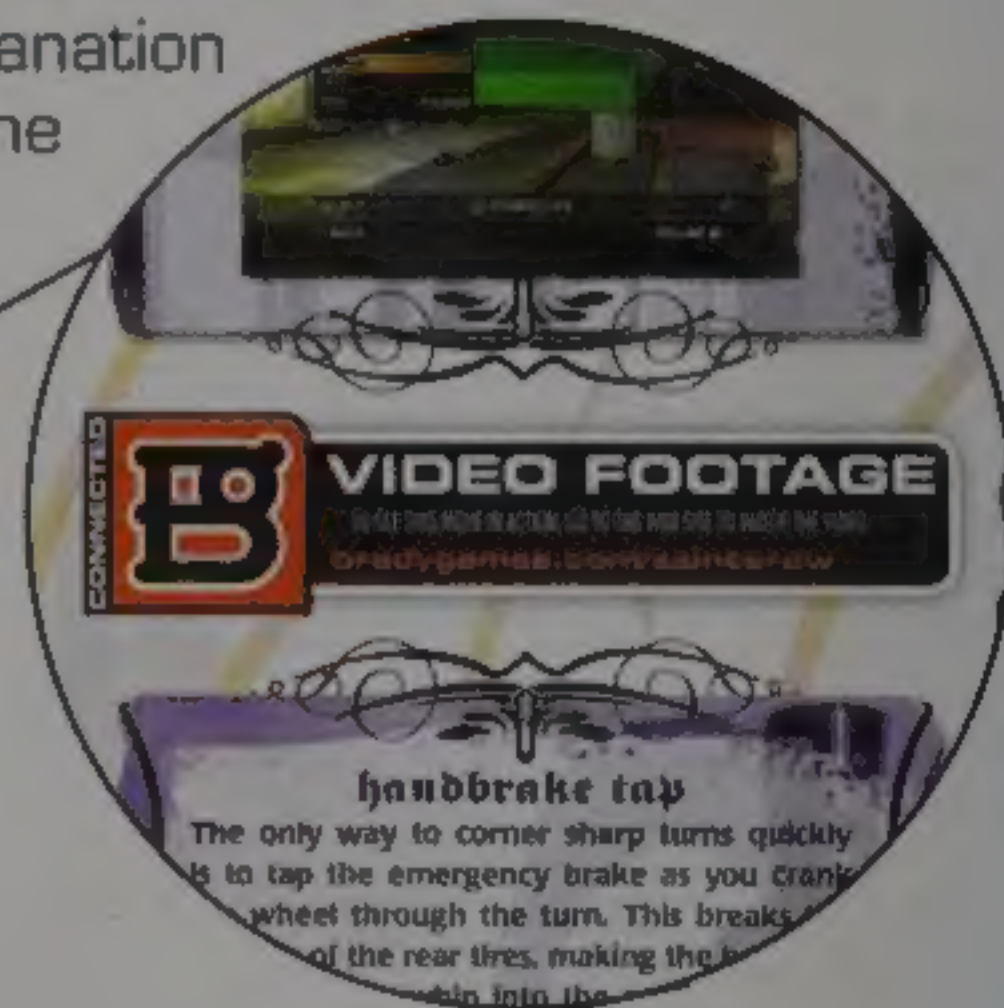
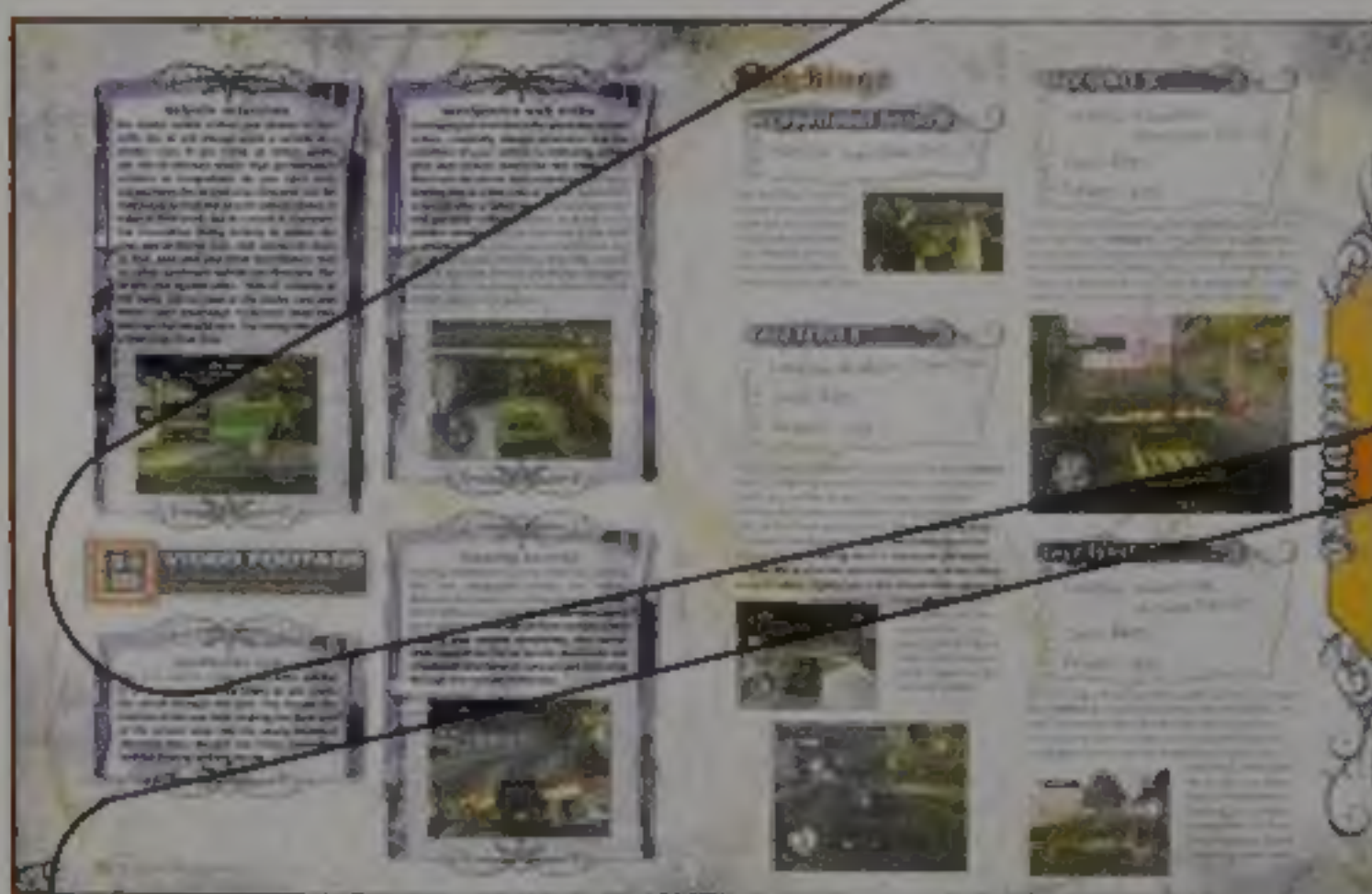
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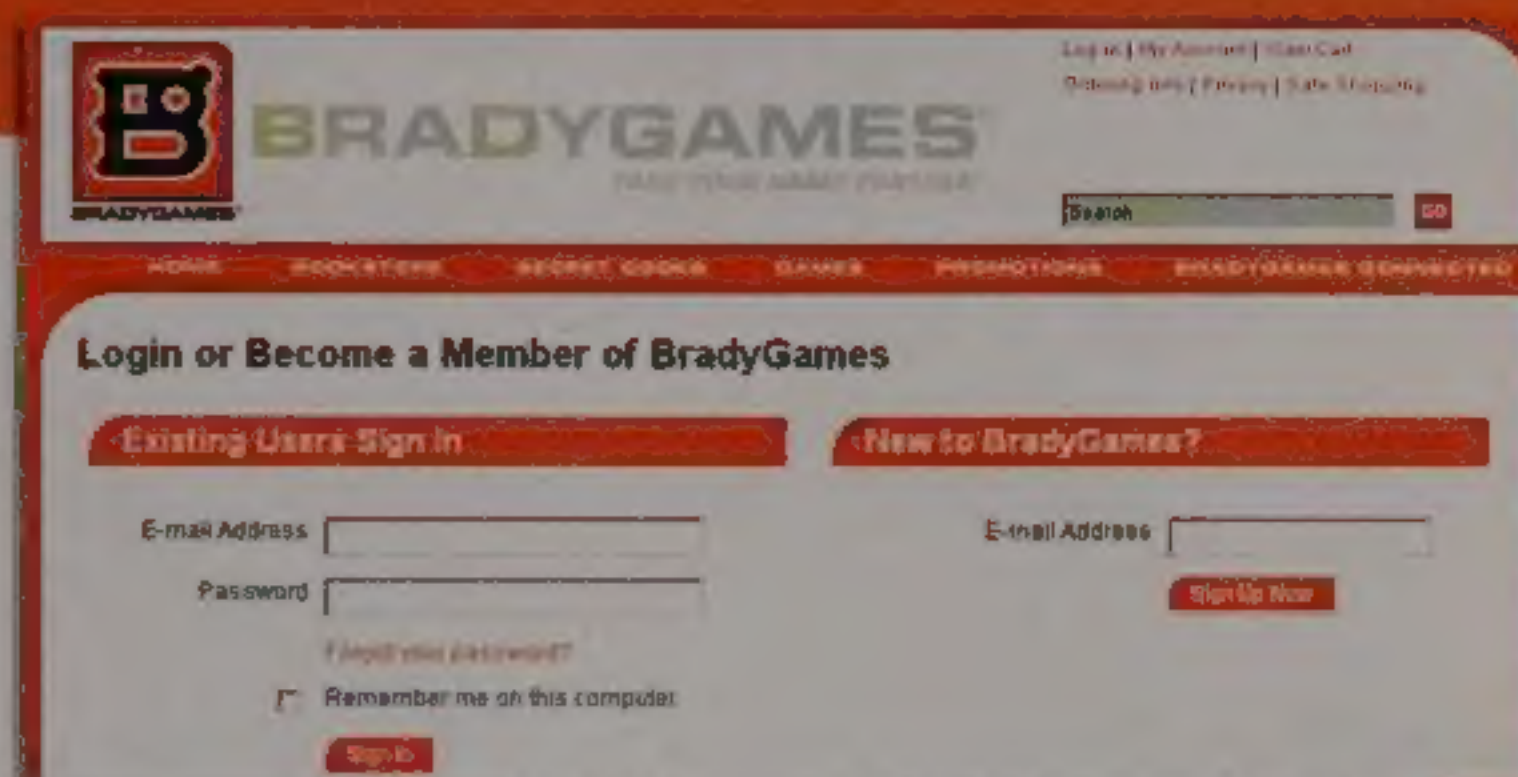


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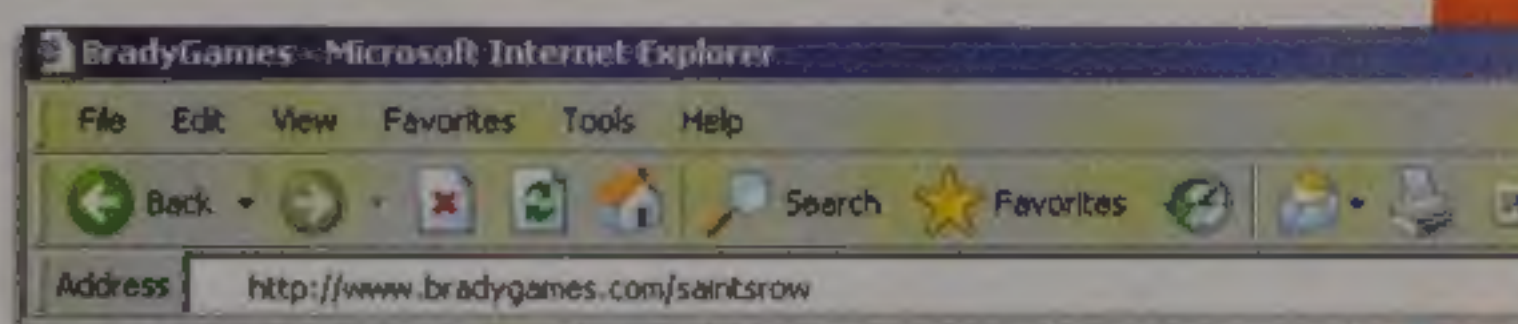
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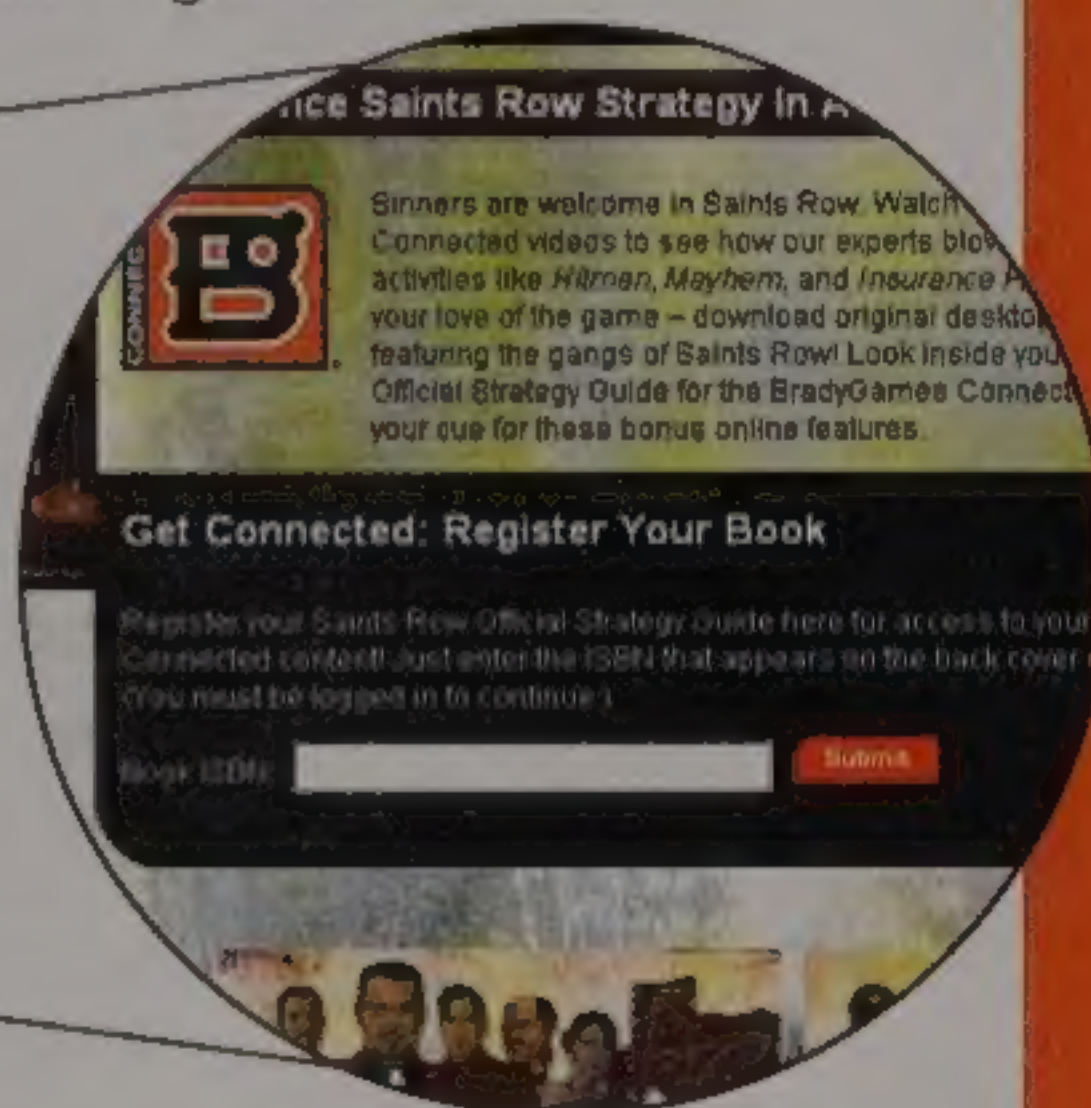
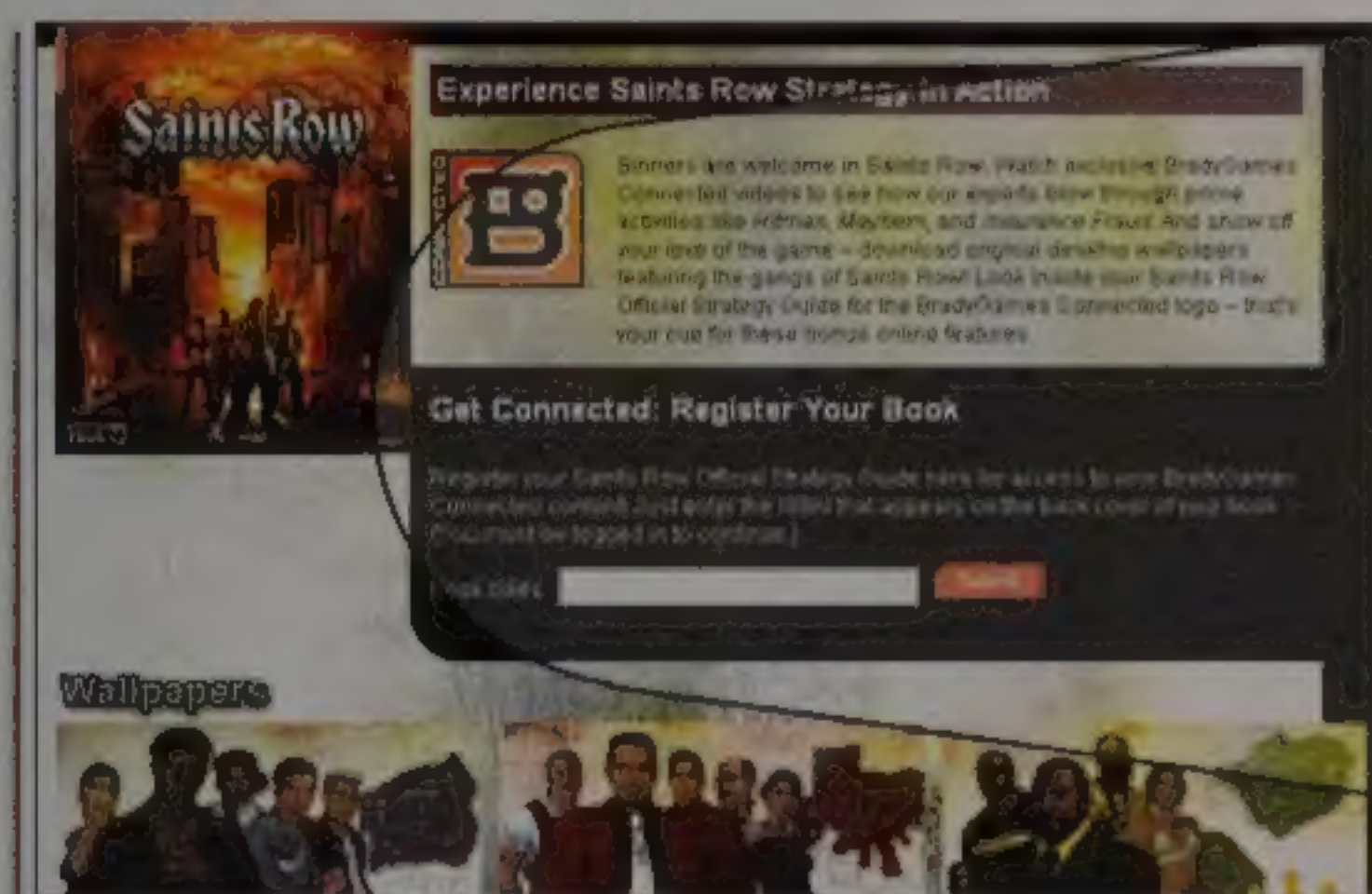
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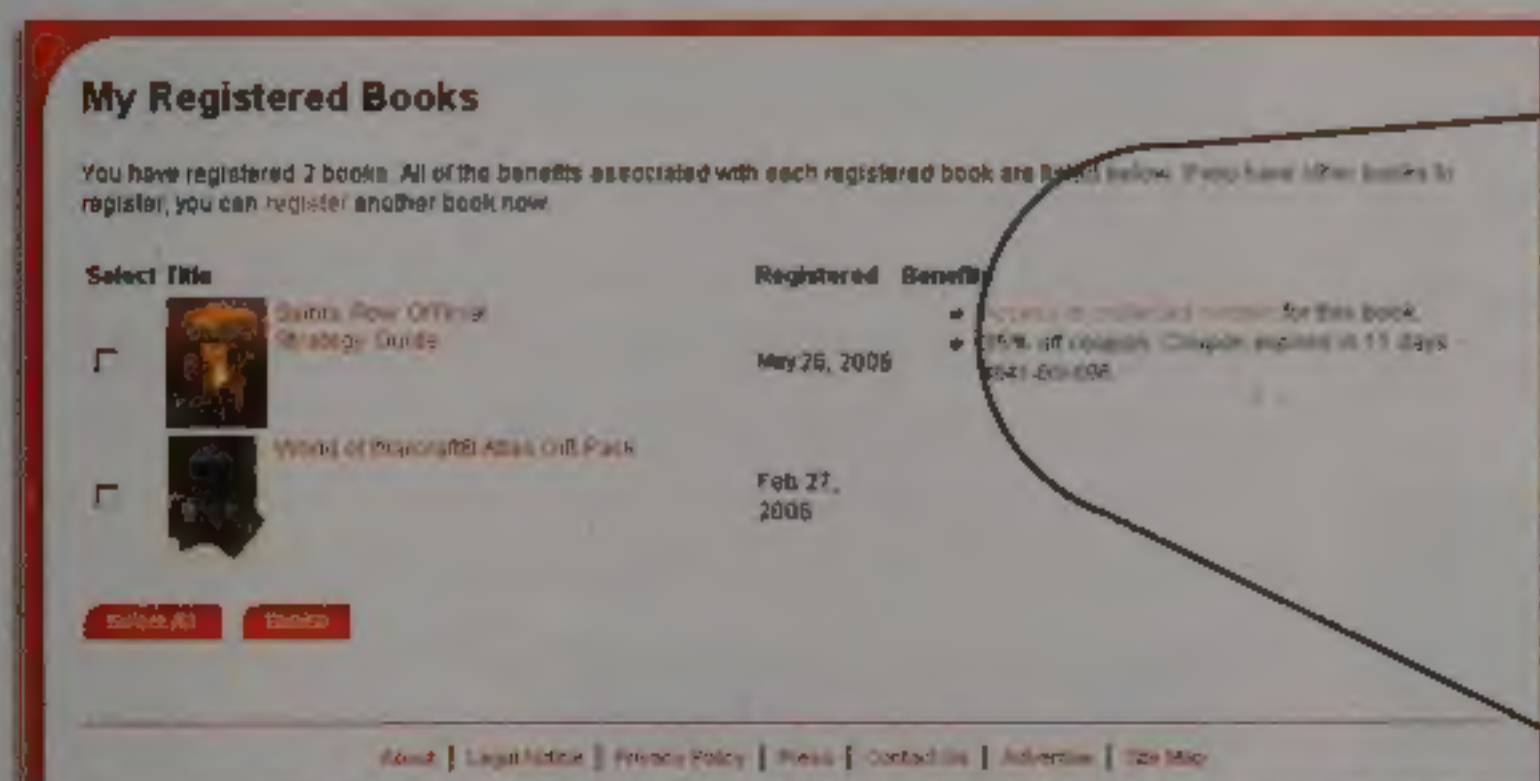
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gang basics

We'd like to thank THQ and Volition for doing such a great job at organizing this game and its Help menus. The game manual and in-game help are extremely thorough and intuitive.

If you have questions on anything that we don't cover in this chapter, simply enter the Pause menu and scroll to "Help" or "Info." These options provide information on a wide range of topics: every Activity, the Cell Phone, Character Creation, Controls, Crips, Gangs, the HUD (the display in the top-left corner of the screen that indicates current level information), Homies, Missions (mission failure, Pushbacks, Respect, Strongholds), the Pause Menu itself, Prologue, Radio/Music, Respect (Respect Modifiers), Shopping, and much more. It's amazing. You should definitely browse through it when you first start the game.



the pause menu map

The Pause menu map is a beautiful thing. You can set waypoints on any location on the map, then follow the GPS route it creates on the mini map in the bottom-left corner of the screen. Follow the GPS route to the set destination. This is ideal for directions to hidden CD or Tagging locations, using the maps in this guide. You can also set waypoints to stores or cribs or whatever you desire.

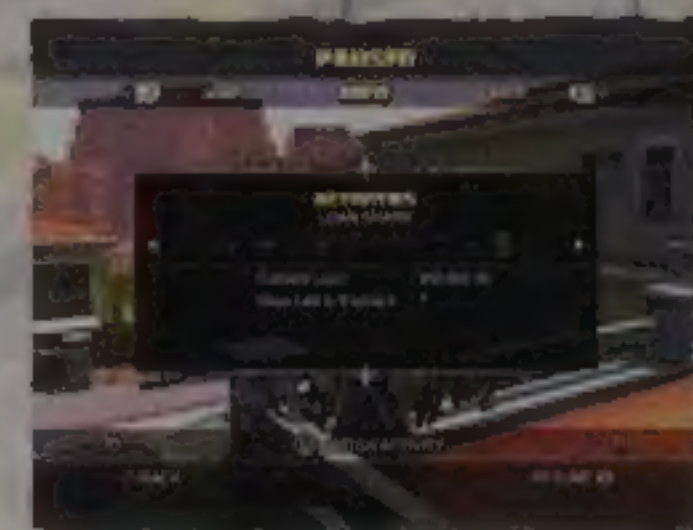
The map filters are also very helpful. Whatever filter you apply to the Pause menu map is also reflected on the small mini map on screen. Use this feature for finding Activities or Missions amongst the many other icons on the map.

When you move the cursor over a map icon, the name of the store (or whatever is being represented by that icon) appears as a text layer. The message also includes special sales or whether that particular store is open or not (alarms may sound if you enter a store when it's closed).



Info/Activities

One of the most helpful features in the menu system is the Info tab. Pause the game, then scroll to "Info" and select "Activities." Here you can see your progress (complete or otherwise) for each Activity in the game. Not only that, but you can also enter the Hitman and Chop Shop options here and set target people or vehicles to the HUD for assistance identifying them in the game world. The Activities tab is also useful for identifying how many days remain on your loan from the Loan Office.



respect

One thing you must understand is that Respect gets you everywhere in this town. If you don't have it, you can't run wild with the gangs. The Respect bar measures the amount you have earned, which is done by completing Activities, finding Tagging locations, and by killing rival gang members. The amount of Respect you rack up can be increased by wearing certain clothes (purple clothing gets you the most), tattoos, and jewelry.

Each time this bar is filled, a number appears next to it that indicates how many times you have done this. Entering missions costs you Respect, and most cannot be started unless you have at least one full bar of Respect.



notoriety

There are two kinds of Notoriety: Gang and Police. Each indicates the level of aggression being directed at you, but by different factions.

Notoriety decreases over time (similar to how your lowered health increases over time without eating or drinking anything).



Gang Notoriety

Your Gang Notoriety bar measures how aggressively other gangs are trying to kill you. The gang pursuing you is depicted by their unique icon and color in your Gang Notoriety bar (above the mini map). This bar rises as you ram or attack the rival gang. Each full bar is represented by one gang icon, ultimately reaching a maximum of five completely filled bars (five gang icons). If you do not provoke the gang further, the Notoriety decreases over time and will completely vanish if you stay out of trouble long enough—unless you get a five-star notoriety, which never decreases due to time. To quickly rid yourself of Gang Notoriety, drive through a Forgive and Forget or have some work done at a Plastic Surgeon. Both of these quick fixes cost money. Notoriety is also cleared completely upon starting a new mission.



Police Notoriety

Police Notoriety measures how aggressively law enforcement is trying to stop you. Whenever you kill a pedestrian in front of a cop, ram or attempt to jack a police car, steal any vehicle in front of a cop, or rob a store with an alarm sounding, your Police Notoriety bar fills. This bar appears below your mini map. It works the same way the Gang Notoriety bar does, but displays star icons instead of gang symbols. This bar also decreases over time if you do not further antagonize the law. You can also pay to have it all go away quickly by visiting a Forgive and Forget or by getting a face lift.

The higher your Police Notoriety, the more significant the degree of law enforcement on the scene. At three stars, you see SWAT vans; four stars bring helicopters, and by five stars you must contend with FBI.



stores

Stilwater stores are more than just places to spend your money. Each one of the following businesses can help you rise to the top of the criminal ladder—and not just because you can rob them...

robbing the register

Don't forget about the register after performing a hold up or cracking a safe. Pull out any firearm and plug the cash register a few times. Boom! Out comes the cash. It's a great way to recover some money after big purchases!





Friendly Fire

This is the Stilwater gun shop. Every weapon in the game is available at all Friendly Fire stores, except the special variants unlocked by beating certain Activities (see Extras), which are then added to your cribs' weapon caches. Thrown and Melee weapons are available after the Back to Basics mission is completed. All weapons are available after the prologue. These weapon shops also have a safe in the back room. Pick the lock or hold up the salesperson and make them do it. You can buy the following items at Friendly Fire:



FRIENDLY FIRE WEAPONS LIST

Melee

		
Knife	Crowbar	Baseball Bat
Price \$10.00	Price \$20.00	Price \$10.00
Rounds	Rounds	Rounds

Pistol

			
Vice 9	NR4	.44 Shepherd	GDHC .50
Price \$100.00	Price \$400.00	Price \$1,200.00	Price \$1,000.00
Rounds 24	Rounds 24	Rounds 12	Rounds 16

SMG

	
T3K Urban	SKR-7 Spree
Price \$500.00	Price \$650.00
Rounds 100	Rounds 100

Shotgun

		
Tombstone	12 Gauge	AS12 Riot
Price \$1000.00	Price 1,300.00	Price \$2,000.00
Rounds 16	Rounds 12	Rounds 14

Rifle

		
AR-40 Xtra	McManus	K6 Krukov
Price \$2,500.00	Price \$2,000.00	Price \$2,000.00
Rounds 80	Rounds 10	Rounds 60

Thrown

			
Molotov Cocktail	Pipe Bomb	Hand Grenade	RPG Launcher
Price \$300.00	Price \$250.00	Price \$300.00	Price \$3,000.00

Special

Brown Baggers

Brown Baggers is a great store for hold-ups and safe robbing, but it also has an impressive assortment of beverages and party favors! These items do nothing but blur your vision and make you vomit if you drink too much, but it's all in good fun.



Item	Price
Liquors	
40 oz.	\$10.00
Cin N' Juice	\$20.00
Cognac	\$30.00
Bubbly	\$40.00
Drugs	
Spliff	\$10.00
Blunt	\$20.00
Pipe	\$30.00
Bong	\$40.00

Clothing & Apparel Stores

Branded, On the Rag Clothing, Sloppy Seconds, and Impressions Clothing are the local spots to buy threads. They all have a safe to crack, a register to rob... and some very nice apparel. Each specializes in unique lines of hats, shirts, pants, socks, and shoes. The more expensive the item, the higher your Respect modifier, which boosts Respect totals after certain Activities. All purchased items become available at your crib. So, buy more than you can wear and change at your crib whenever you feel like it.



Rim Jobs

Rim Jobs is the place to go to customize your car with various accessories, as well as change its paint color and type. Each car type has a different set of options available for a total of over 1400 unique options! You can repair your vehicle here, too. Rim Jobs also acts as your personal garage. If you need one of your saved rides and your crib is too far away, stop in at a Rim Jobs and see the salesman. You can withdraw a vehicle just as you would out of your own garage. Use this store to customize the vehicles needed in the Chop Shop Activities.



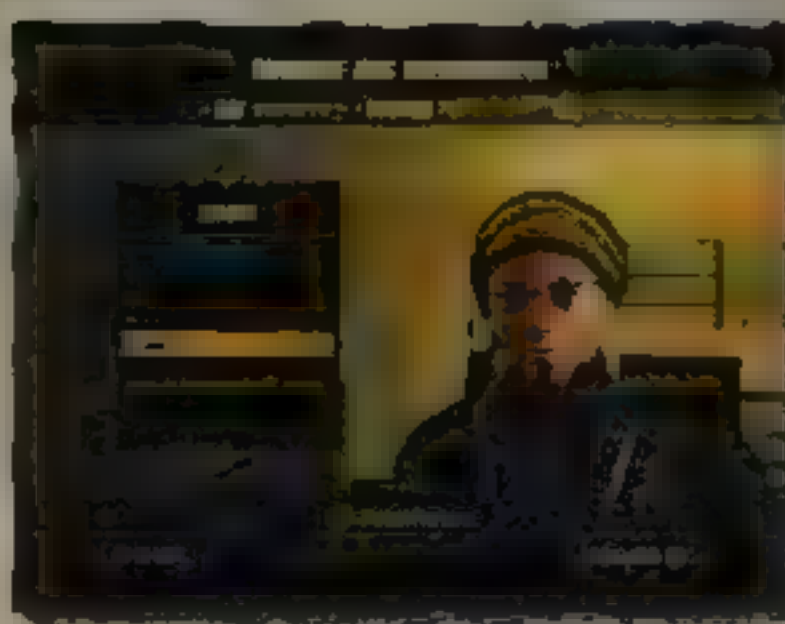
Forgive and Forget

This is a chain of drive-thru confessionals. Drive or walk through and have all your Police and Gang Notoriety removed for a small fee.

The higher the level of Notoriety for which you need forgiveness, the higher the price. There's no waiting; just zip right through without stopping! Super-sized absolution!



Image as Designed



This is a chain of plastic surgeons. If you don't like the character you created at the beginning of the game, you can totally remake yourself—for a price. Face lifts also clear your Notoriety levels!

Scratch That Music

These music stores have a massive selection of tunes in as many styles as there are radio stations in Stilwater. You can buy any of the music tracks that you hear on the radio stations and place them in your custom playlist. Use the Audio Player tab in the Pause menu to create custom playlists! This is a great feature, because this game's got some dope tunes—classics and parodies.



Salons

Shear Intensity Hair Salon and Do it Up Hair are Stilwater's barber shops. These salons are great for altering your image, but do absolutely nothing for losing Notoriety or boosting your Respect modifiers. So, if you want a clip, shave, or color, head to a salon. They're also good for robbing.



Freckle Bitch's

This fine dining establishment is the only restaurant in town. That's a monopoly! Make sure to drive through and keep your food inventory full. The fat, greasy, heart busting fare on their menu may be all that stands between you and a trip to the hospital. Ironic, ain't it? When your health reaches dangerously low levels, pop a double fist in your mouth and munch your way back to health—quickly!



The Big Picture Theater

The movie theaters allow you to see the cinematics from every mission. You can also replay all previously completed missions. However, nothing you do while replaying the mission will carry over into the game once you are done watching it. This means that any Money or Respect earned, clothes or items bought, or any sort of car customization performed during this replay will not be retained once you're finished replaying the mission.



Foreign Power

This is the most honest means of obtaining a vehicle in Stilwater. Foreign Power offers rides that are rare around town. It's a great place to stop if you feel like monetarily contributing to the local Chop Shops. Their inventory includes Attrazione, Zenith, Rattler, Fer De Lance, Nelson, Socialite, Justice, Vortex, and Raycaster.



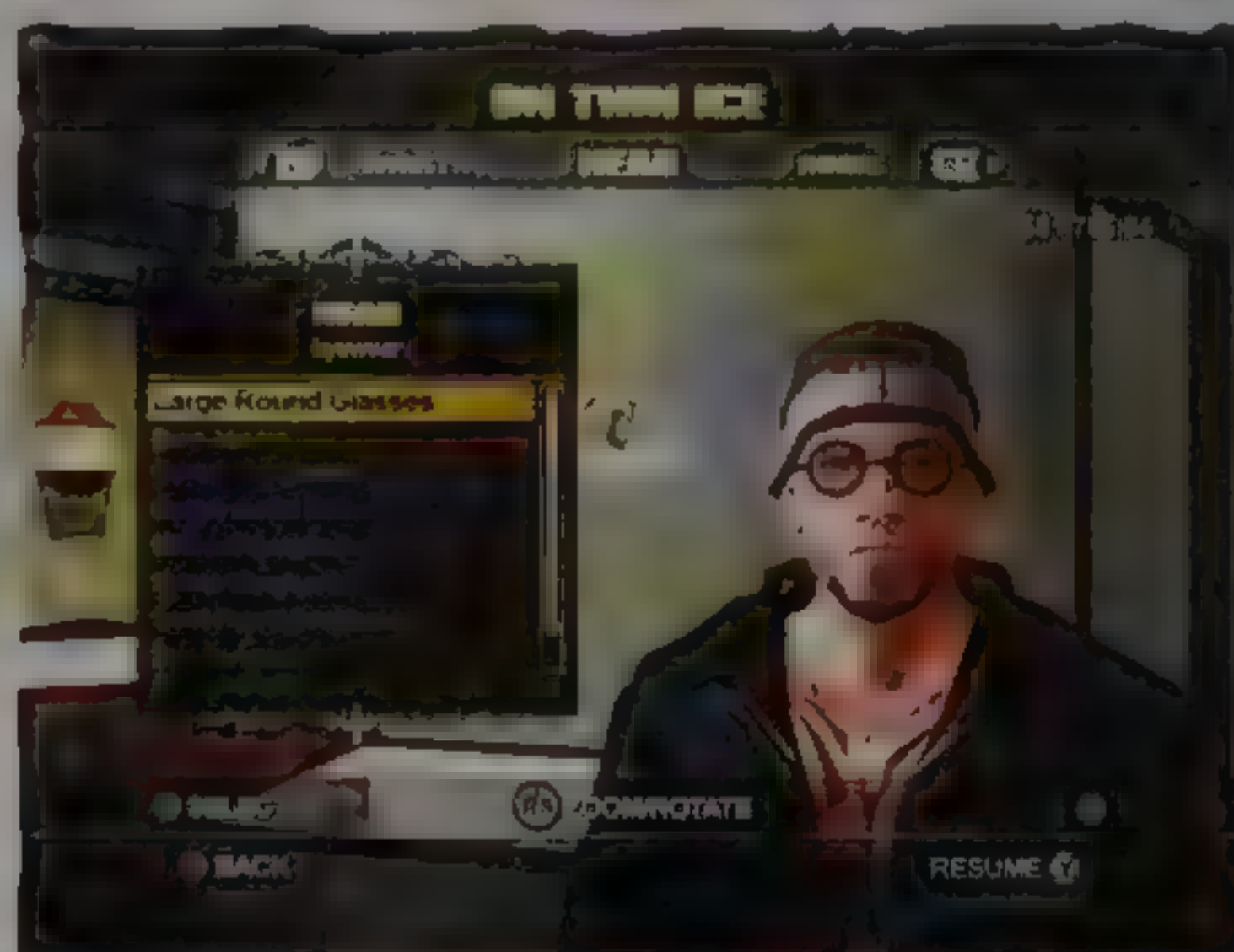
Rusty's Needle Tattoo Parlor

These parlors allow you to get tattoos or remove old ones. Purchasing tattoos increases your Respect modifier.



On Thin Ice

You can purchase sunglasses, rings, necklaces, piercings, bracelets, and watches at this jewelry store. Wear your bling out of the store or buy more than you can wear and excess apparel will automatically move into the closets at your cribs. Purchasing these goods raises your clothing bonuses. The more expensive the item, the higher your Respect modifier, which boosts Respect totals after certain Activities. They also have a safe to crack.



Vehicle Showroom

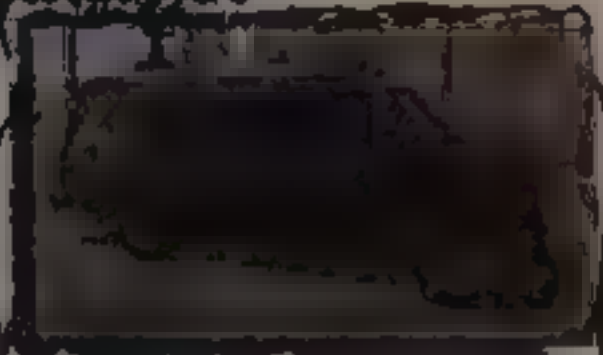
All the vehicles in the game (except special unlockable ones, Police/Governmental vehicles, and those that won't fit in the garage) can be tricked out at Rim Jobs with cosmetic and performance alterations, including hydraulics and nitrous. The nitrous boosts are unlimited once installed. They are both triggered by clicking down on the right control stick. Each car type has a different set of options available for a total of over 1400 unique choices.

ambulance



Type ambulance

anchor



Type news van

ant



Type 1980s European Compact

aqua



Type small Japanese SUV

attrazione



Type Italian supercar

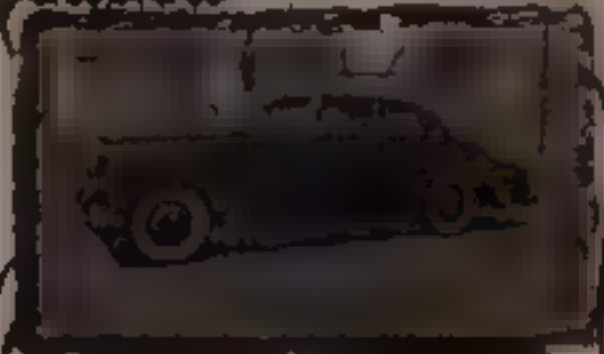
A model like Joseph Price's vehicle is also available at Foreign Power. Complete WR Hijacking to get a special Attrazione added to your garage.

backhoe



Type backhoe

baron



Type retro British super luxury

A special version of this vehicle is added to your garage after completing WR Snatch.

betsy



Type retro pickup truck

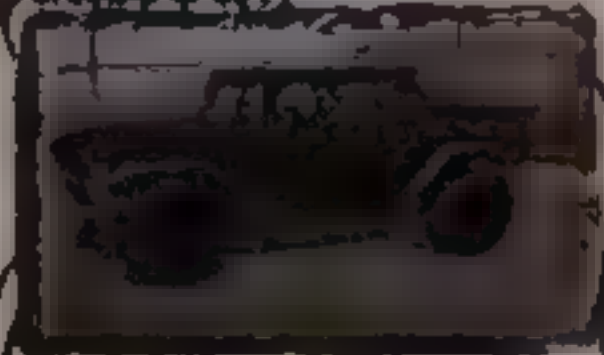
This is one of a few Los Carnales gang cars.

bootlegger



Type early '70s muscle car

bulldog



Type military grade SUV

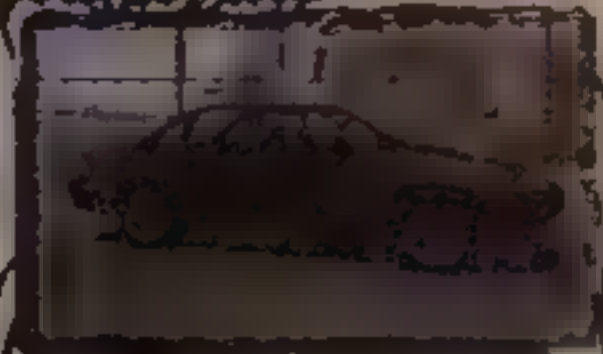
Victor Rodriguez's vehicle of choice, also a Saints gang car. A special, First Born version is driven by Mike and Dan of the Loan Office. You'll see it if you double cross them.

bulldozer



Type bulldozer

capshaw



Type early 90s domestic sedan

This is one of a few Vice Kings gang cars.

cavallaro



Type 1970s domestic sedan

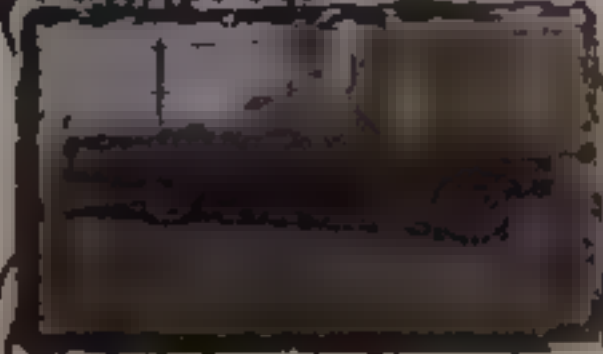
This is a Los Carnales gang car.

cheetah



Type charter bus

compton



Type low rider sedan

This is one of a few Vice Kings gang cars.

cosmos



Type midrange Japanese coupe

delivery truck



Type delivery truck

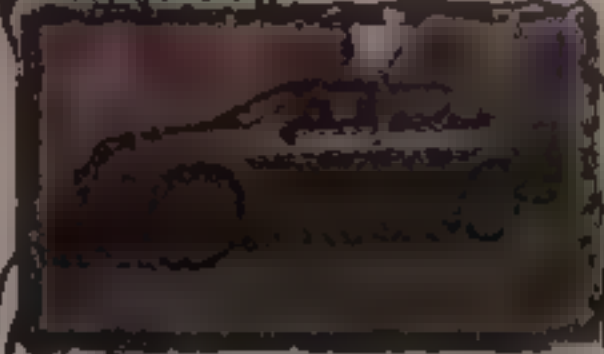
destiny



Type 1980s domestic economy sedan

This is a 3rd Street Saints gang car.

eiswolf



Type luxury sedan

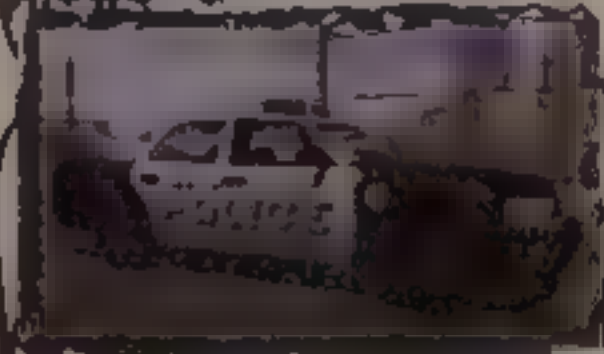
Not quite as nice as others, but Luz Avalos loves hers.

fbi



Type black SUV used by the FBI

five-o



Type Police cruiser

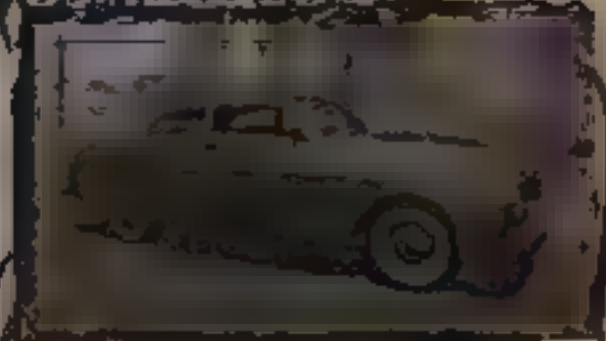
fer de lance



Type European supercar

This vehicle is rare. Possibly the only time you'll see one is when you visit Foreign Power.

gunslinger



Type late 40s sedan

This is Angelo Lopez's vehicle of choice

halberd



Type contemporary European compact

hammerhead



Type mid 1970s muscle car

This is a 3rd Street Saints favorite and Homie Wilf's as well

hannibal



Type luxury minivan

This is Drug Trafficking Laura's family wagon

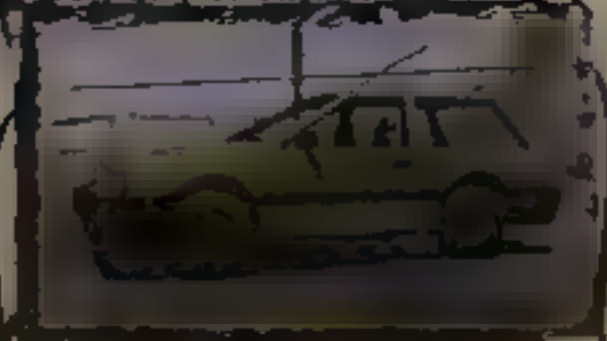
hollywood



Type mid 1950s luxury sedan

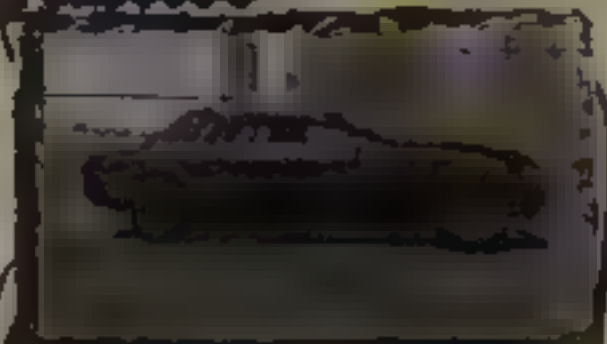
This is a Los Carnales gang car

jackrabbit



Type domestic compact

justice



Type European super luxury

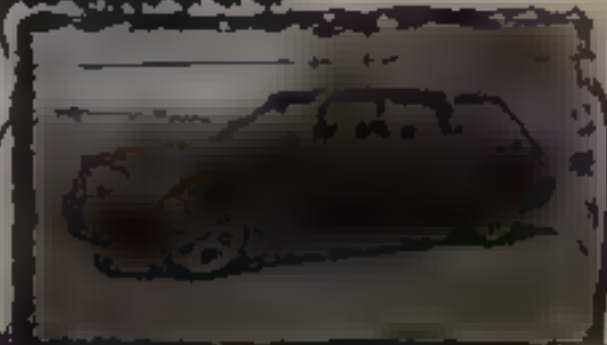
William Sharp endorses this vehicle. This is also Mr. Wong's car of choice

keystone



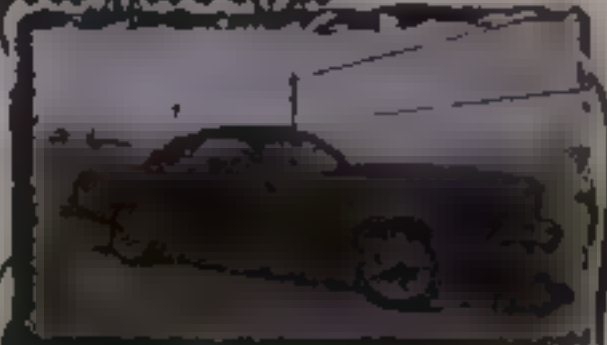
Type domestic sports coupe

komodo



Type Japanese station wagon

la fuerza



Type early '70s muscle pickup

This is a Los Carnales gang car

mag



Type luxury SUV

Benjamin King's favorite ride

mockingbird



Type Japanese compact

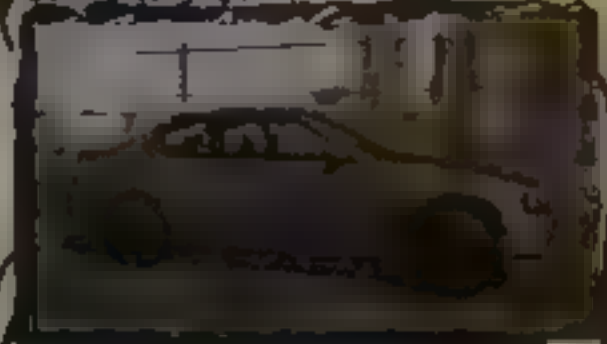
This is a Westside Rollerz gang car

mule



Type moving truck

nelson



Type European luxury sedan

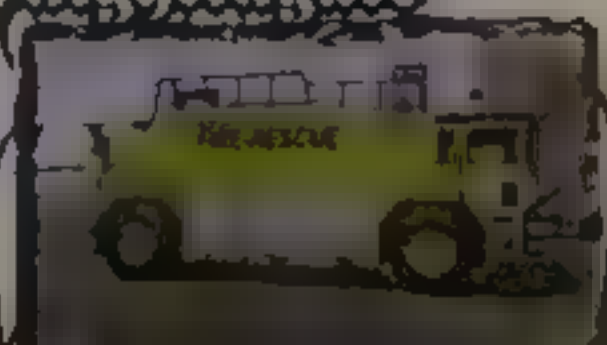
This is a 3rd Street Saints gang car

newman



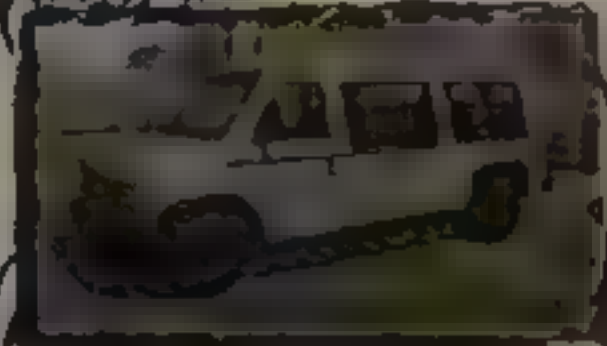
Type mail truck

nightingale



Type airport emergency vehicle

org 08



Type Full-size van

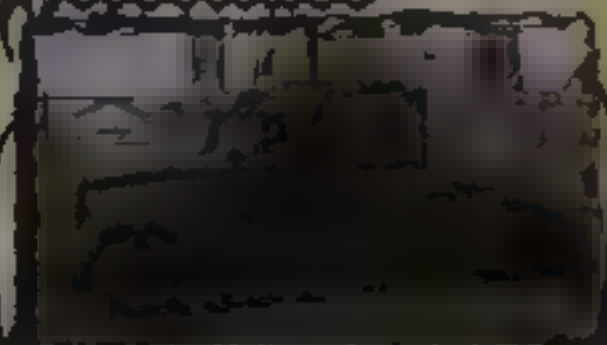
This is a Vice Kings gang car. Your Drug Trafficking buddy drives a hippy version of this vehicle

peacekeeper



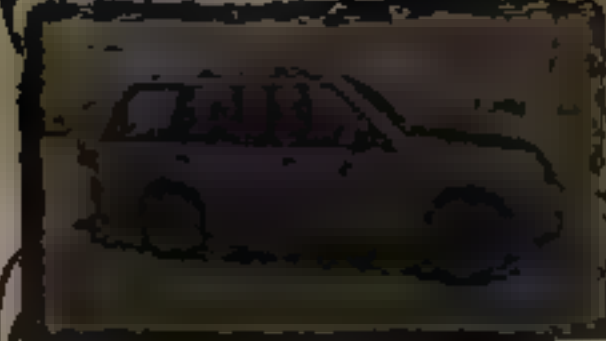
Type SWAT riot van

peterliner



Type semi truck

quasar



Type European SUV

Donnie from the Westside Rollerz drives one of these exclusively

quota



Type meter maid car

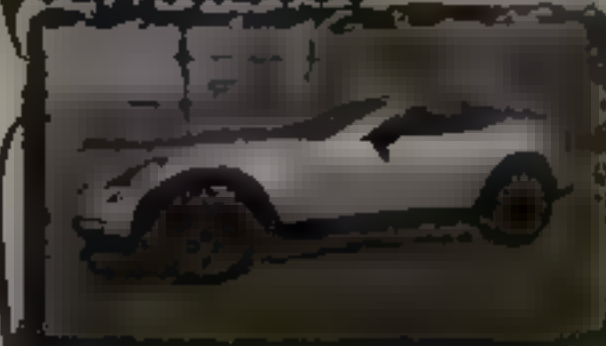
rattler



Type European concept supercar

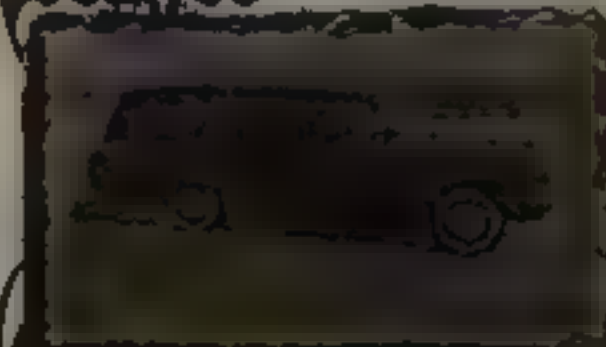
What a great car. Pick one up at Foreign Power or take Warren Williams when you bring down his organization

ravenster



Type European concept supercar

reaper



Type hearse

Zombie Lin has a slick version of this vehicle. See "Extras" to learn how to get into it

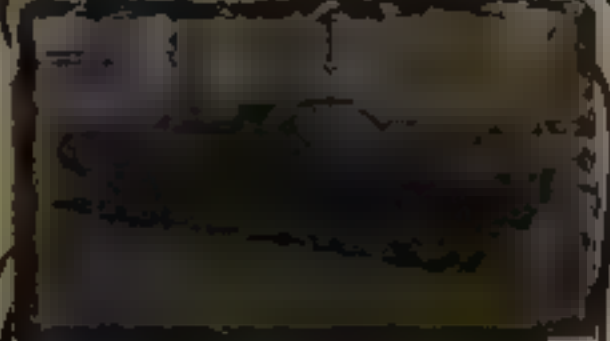
ricochet



Type luxury station wagon

This is a Westside Rollerz gang car

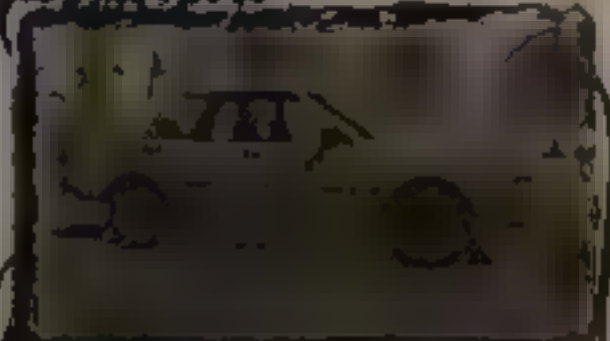
ruckus & rampage



Type Demolition Derby cars

Complete Demolition Derby and these cars are placed in your garage. They're ideal for the Racing Activity

shogun



Type modern Japanese 4-door sedan

They're a dime a dozen—one of the most popular cars in Stilwater

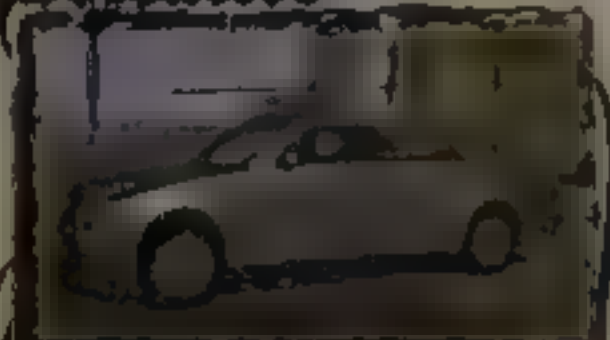
slingshot



Type 1970s domestic coupe

This is a 3rd Street Saints beater

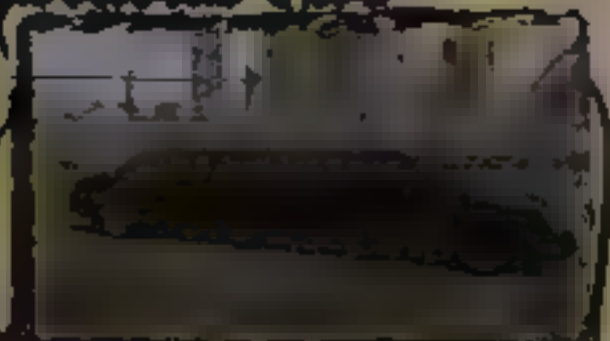
socialite



Type European luxury sedan

The Socialite is a surprisingly good drive. They're available at Foreign Power if you can't find one to load on the streets.

status quo



Type limo

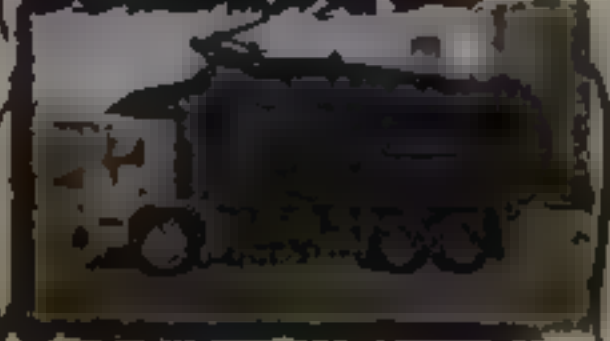
stiletto



Type 1980s luxury sedan

This is a Vice Kings gang car

stilwater municipal



Type garbage truck

taxi



Type taxi cab

the job



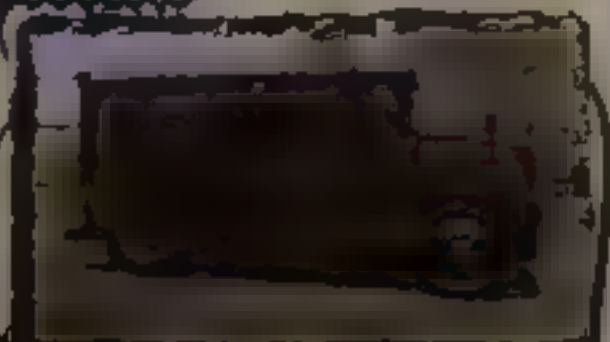
Type bulldog limo

thorogood



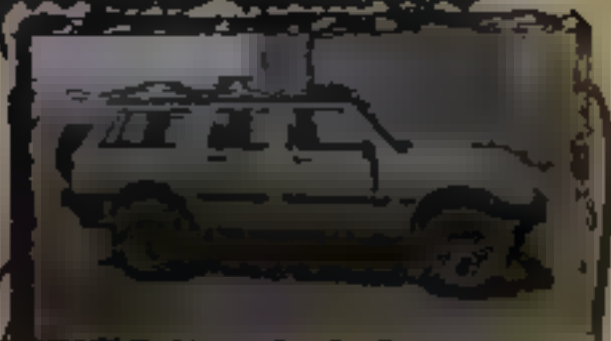
Type domestic pickup truck

titan



Type armored truck

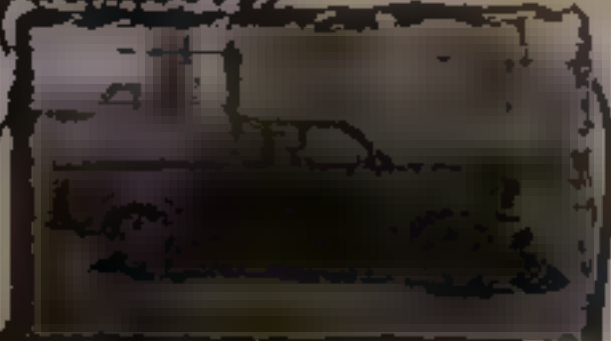
traxx-master



Type Japanese SUV

This is a 3rd Street Saints gang car

varsity



Type late '90s Japanese pickup truck

vegas



Type mid 1970s muscle car

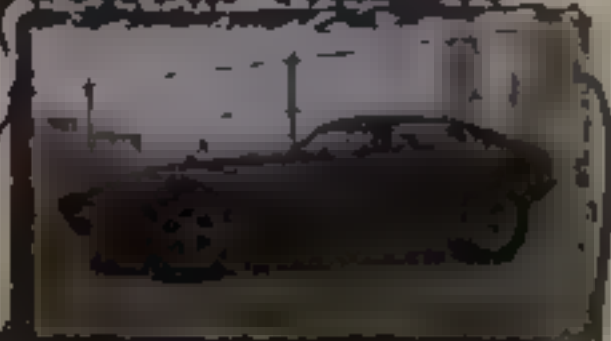
venom



Type domestic roadster

This is Johnny Cat's car

venom classic



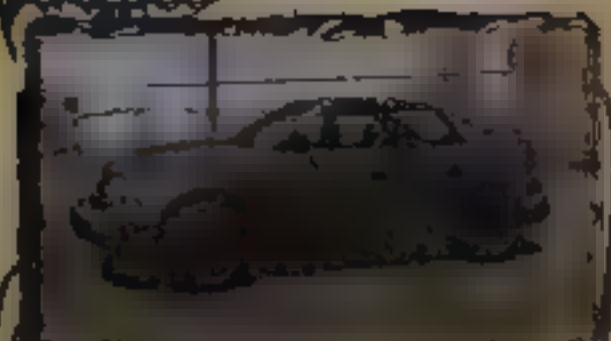
Type early 1980s domestic sports car

vortex



Type European roadster

voxel



Type Japanese rally sport

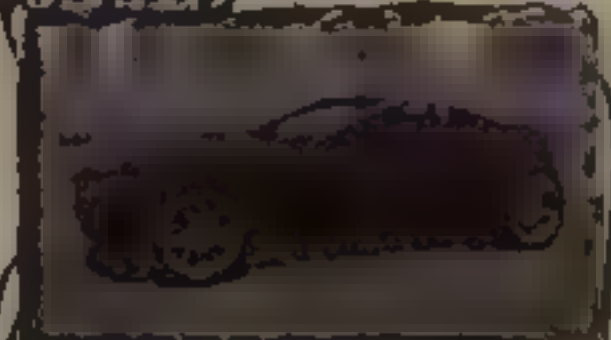
This is Lin's vehicle of choice, and a Westside Rollerz gang car

westbury



Type Vanilla 1990s minivan

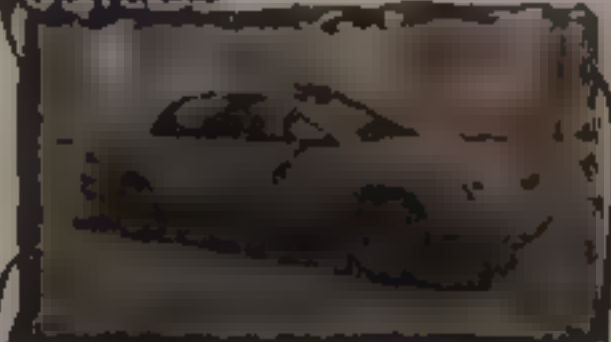
zenith



Type British supercar

This is Julius Little's car

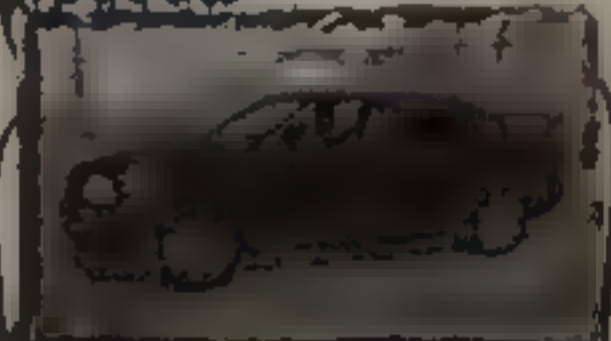
zimos



Type Japanese sedan

This is one of many Westside Rollerz gang cars

zircon



Type European sedan

zomkah



Type European luxury sedan

This is Aisha's ride and a Vice King gang car

Vehicle Shipment



main story missions





Bad Street Saints

Choose New Game to reach the player creation menu. There are four preset races to choose from: Caucasian, African American, Asian, or Hispanic. You can choose multiple options within the following categories: Head, Eyes, Hair, Body, and Skin.



the streets of stilwater

Objectives:

- ★ Play Activities to earn enough respect to unlock missions.
- ★ Meet the Saints

Strolling the dark streets of Mission Beach, you misguidedly step into the middle of a brutal turf war. Suddenly, you realize you're too deep into the wrong side of town. The escalating turf war, in due course, draws in all of the gangs that plague Stilwater: the Westside Rollerz, Los Camales, Vice Kings, and the 3rd Street Saints.



It begins as one gang sprays over the tag of another, sparking a ruckus so conspicuous that it attracts gang members from all factions. Ultimately, Julius and Troy from the 3rd Street Saints keep a bullet from ending your life. Julius likes your spunk and would like to recruit you. Heck, if you're going to join a gang, it might as well be the one that saved your life.



MEET THE SAINTS

Your objective is simple: walk out of the parking lot where you start the game and step into the purple marker at the large church across the street. Notice the blue GPS-like route highlighted on your radar in the lower-left corner. This guides you to all of your objective locations. Miss a turn and it recalculates the best route to your destination. Once within the purple marker, press **Y** to begin the first mission.



3rd Street Saints



Objectives: ★ Defend yourself.
★ Beat up the Saints

Cash Earned: \$200 or \$1000

Unlocks: ★ Natural Leader (you can have one Homie in your party)
★ Wheel Woman (Cell Phone Homie).

Duke it out with a few members of the Saints to prove your worth to Julius, their leader.

Kicking is the key to a quick victory. This attack cannot be blocked, so kick away! After defeating the first Saint, run away a short distance to create some space between yourself and the next two advancing fighters. This provides time to put the hurt on the first thug that reaches you before the next one jumps into the fray.



Jumping the stone wall (while remaining close to the church to avoid failing the mission) helps separate the attackers even more; hit 'em as they clamber over the wall. All in all, there are five Saints to beat up. You become a Saint whether this fistfight is a success or a failure. There are two post-fight cinematics—one for losing and one for winning the fight. You get \$1000 for winning the fight or \$200 for losing, but either way, Julius gives the same speech afterward telling you that the Saints need to take back the Row and that it's all about respect.



back to basics

Objectives:

- ★ Buy a gun at Friendly Fire
- ★ Kill the Vice Kings hanging out in Saints Row
- ★ Jack the Vice Kings' gang car.
- ★ Go to Forgive and Forget.
- ★ Drop Troy off at Freckle Bitch's

Cash Earned: \$500

Respect Earned: 500

Unlocks:

- ★ Crib (Saints Row loft)
- ★ All Activities in the game (after phone call)



PARTY MEMBERS

Completion of the first mission allows you to add one Homie to your party. This slot is immediately filled by Troy, the Saint who saved your life at the beginning of the game.

See The Extras section of this guide for information on Homies, Story, and Activity Characters and Wannabes.

GET A GUN

If you don't already have a weapon in your inventory, you are instructed to purchase one from Friendly Fire. Follow the blue route to the front door of your neighborhood gun shop.

Buy a few Vice 9 handguns for the extra ammo buying multiple weapons of the same type brings. However, don't spend too much money here, you can find these handguns all over the place when you waste enemies. Exit the gun shop and jack a vehicle by walking up to it and pressing Y.

Wait for Troy to enter the vehicle before taking off. Select your weapon while in the car to activate the ability to perform drive-bys.

CAP THE VICE KINGS

Check the city map to spot the six red square blips in your neighborhood. These markers indicate the positions of the Vice Kings. The highlighted blue route directs you to their locations.



Shooting drive-by style keeps you safer from return fire than if you were to exit the vehicle to attack. The vehicles in this game are very durable, so it takes a lot of bullets to destroy one. The weapons these cats are packing present minimal threat to the condition of your vehicle.

Only exit your vehicle to pick up dropped food, cash, and weapons. The Vice Kings are wearing yellow and have large red arrows overhead. Defeat all six, then enter the car near the furthest Vice King. Your VK notoriety gauge rises with each kill. Notoriety reduces over time. It can also be removed by visiting any Forgive and Forget.



Take the Compton

Enter the Compton—the yellow gang car with the green arrow floating above it. Finish off the occupants in the approaching VK gang car, then follow the blue route on the radar to Forgive and Forget. This facility removes gang and police Notoriety for a price, but the first visit is on the house.

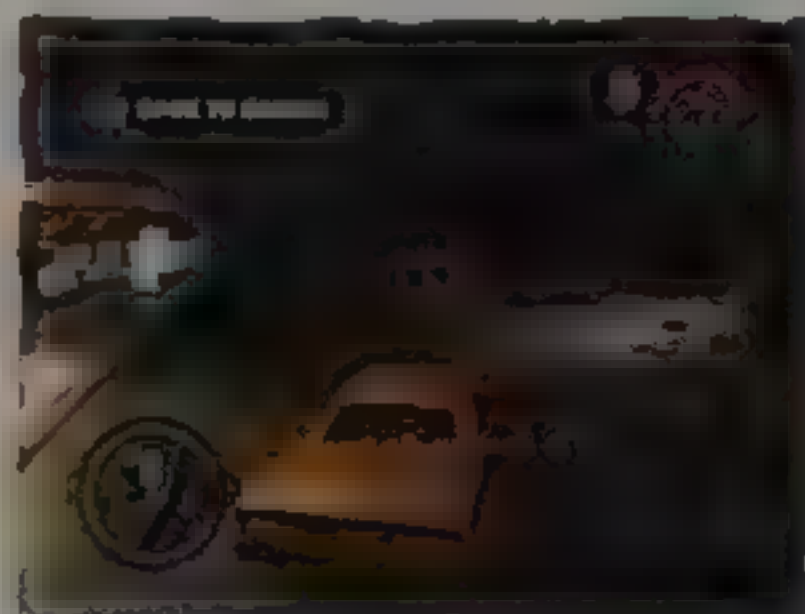


For more information on Notoriety, see Gang Basics.

Freckle Bitch's

Freckle Bitch's, the burger joint, is across the street from Forgive and Forget. Take Troy to the blue marker in the parking lot to complete the mission. You receive a phone call from Julius when the job is done. The Abandoned Storefront mission and the Third Street Saints Stronghold are unlocked. Play a few side Activities or defeat some rival gang members to fill your respect meter before beginning

these missions. The game suggests you try your hand at the "Snatch" activity. See the Activities section of this guide for more information on this.

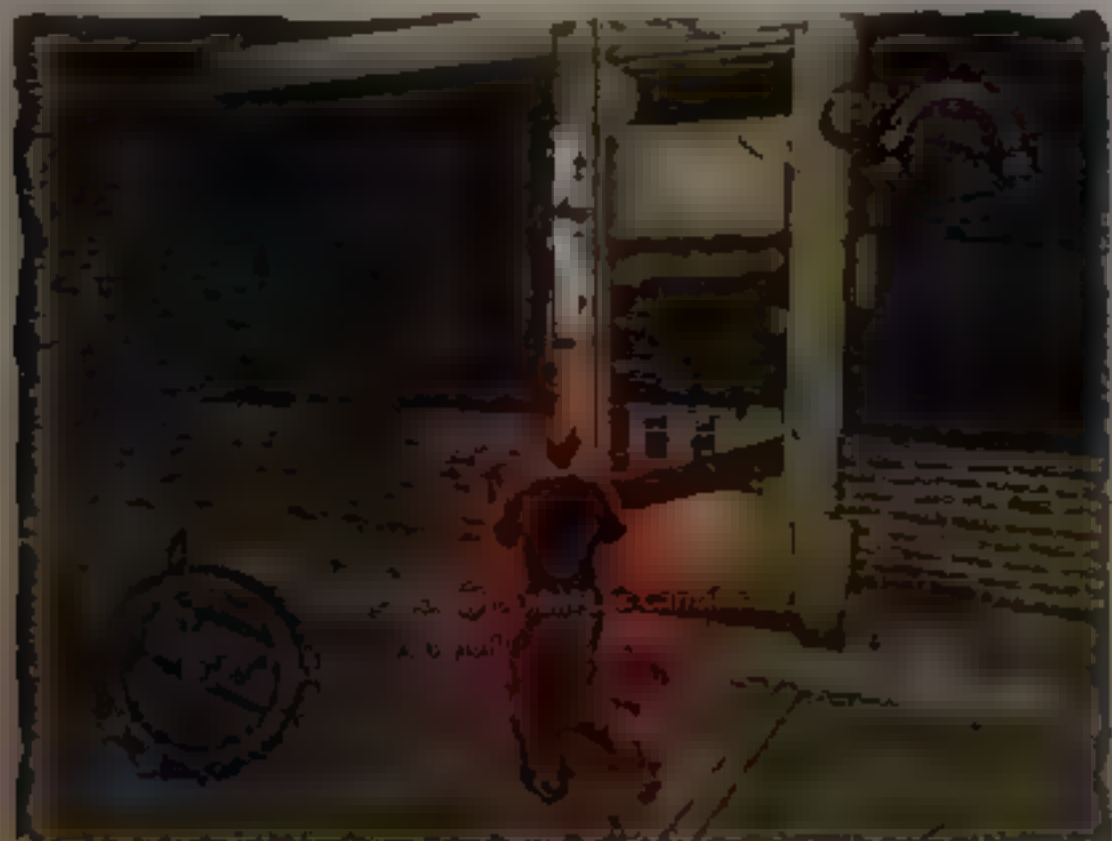


- ★ Enter the building and Kill the Carnales.
- ★ Chase down and Kill the Carnales Lieutenant.

- ★ Athos Bay neighborhood generates an additional \$200 daily

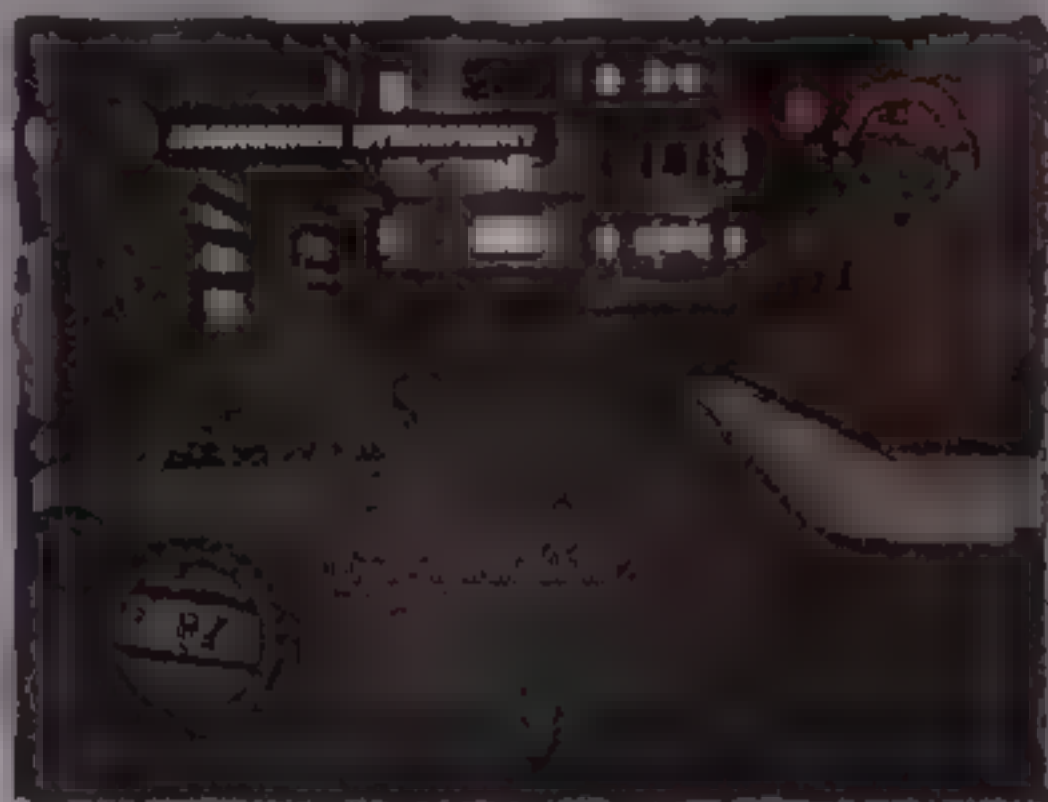
This is your first Stronghold incursion mission. Set a waypoint on the Carnales Stronghold icon in Athos Bay, then use the stronghold filter to find this icon more easily. Follow the green route on the radar to the liquor store. Outside the boarded up storefront is a red Carnales marker. If you finished two levels of the local Snatch activity, call on Will for assistance. Enter the marker and press **Y** to start the mission.

After completing "Back to Basics" and earning enough respect afterward by playing "Snatch" or randomly defeating rival gang members, this mission becomes available via a cell phone call from Troy. He says a liquor store in the Row is being used as a Carnales hide out. He wants you to clear it out.



Shortcut to Success

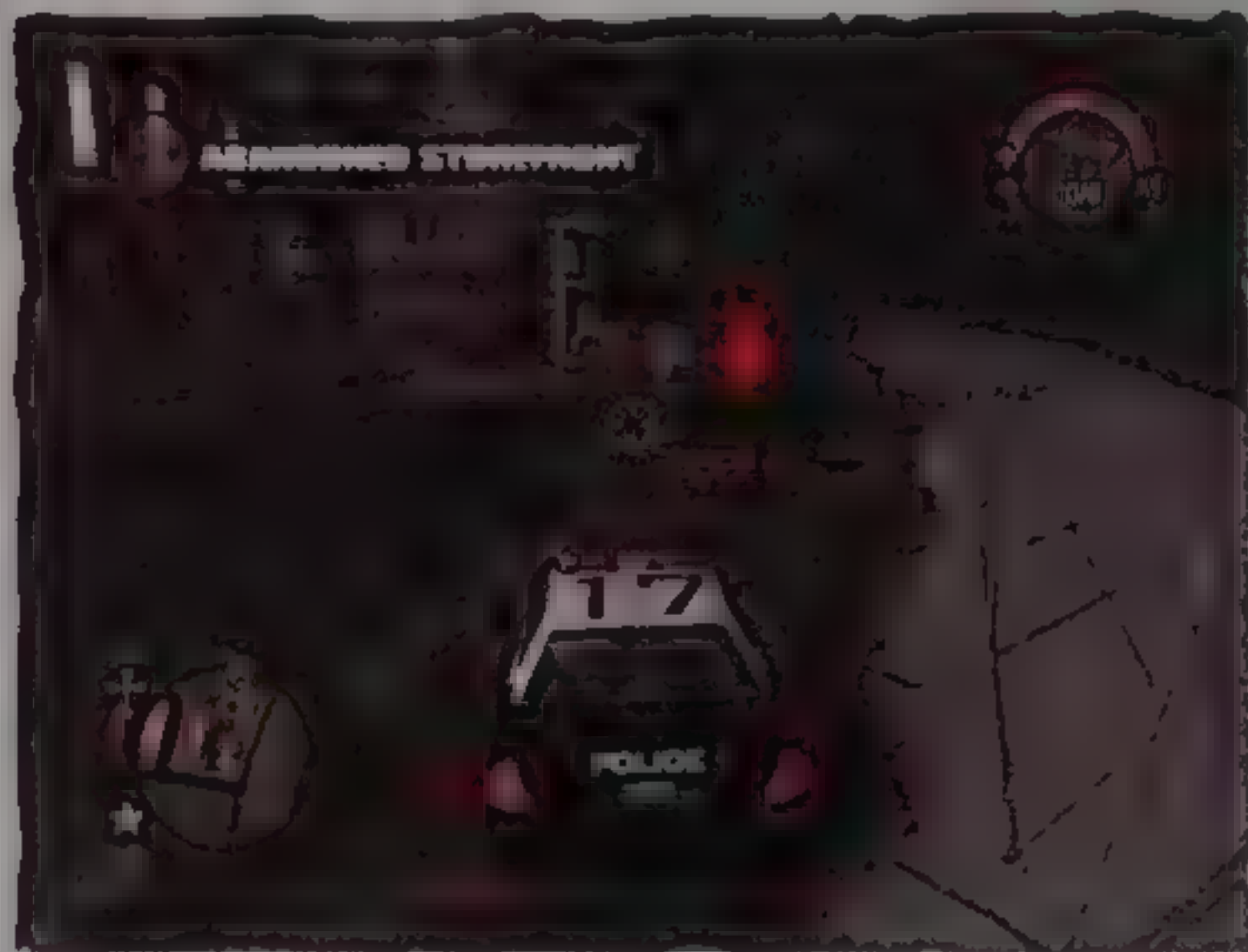
Before beginning the mission, run your vehicle through the fence on the side of the store. The Carnales lieutenant uses this as an escape route. Park your vehicle diagonally in front of the side door. If you've played the mission once before, you'll know exactly where to park to delay the lieutenant's getaway; his vehicle appears in the alley as the mission begins. If you do not enter the building through the front door and run into the alley instead, the lieutenant appears from the back door and enters this getaway vehicle. If you're ready for him with a powerful weapon in hand, you can cut him down before he enters the vehicle and completely avoid the car chase segment of the mission.



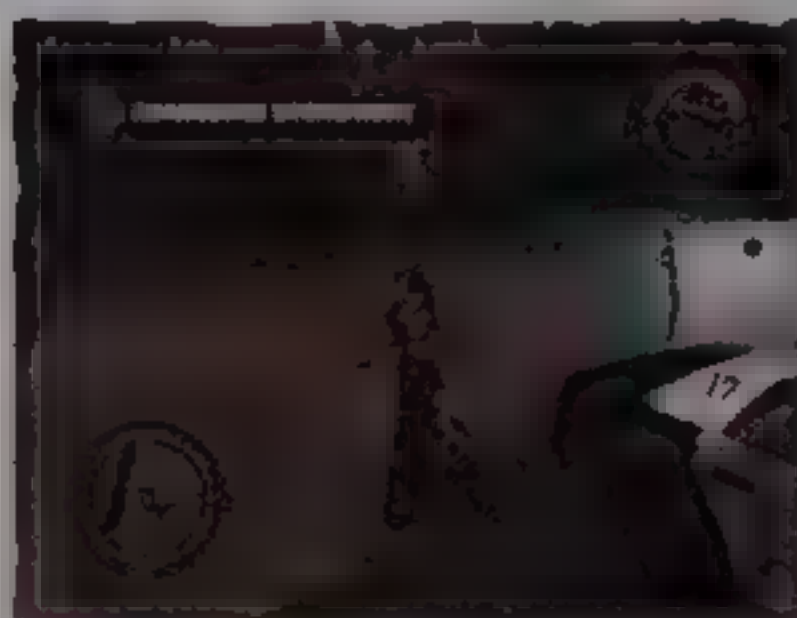
Kick in the front door. The next hallway contains a pair of big Carnales with pistols. Enter this corridor shooting, then pick up their dropped pistols and cash. Two more Carnales wait for you in the backroom. The lieutenant runs out the back door and enters his waiting vehicle. Try to shoot him before he enters the car (use the submachine gun).

Hot Pursuit

If the lieutenant escapes in his car, you must quickly enter a vehicle and chase him. Stay close to him or you'll fail the mission. His vehicle appears as a red square on your radar. Notice the red glowing circle surrounding it. This is the safe pursuit radius. When outside of this radius, a timer begins counting down. If it reaches zero, you lose the lieutenant and fail the mission.



Use drive-by attacks on his vehicle by placing the reticle over his vehicle and firing. This skill improves with practice—driving and aiming. If the chase is allowed to



continue for too long, it ends up at the shoreline in Mission Beach where the lieutenant exits his vehicle and becomes the aggressor. Run him over or gun him down to complete the mission. Once he's finally dead, Julius calls and tells you to swing by the church. Follow the blue marker back to the Saints' Mission Beach church.

Saints row Stronghold

Julius will only call if you have enough Respect to play the next mission; otherwise, Troy will call.

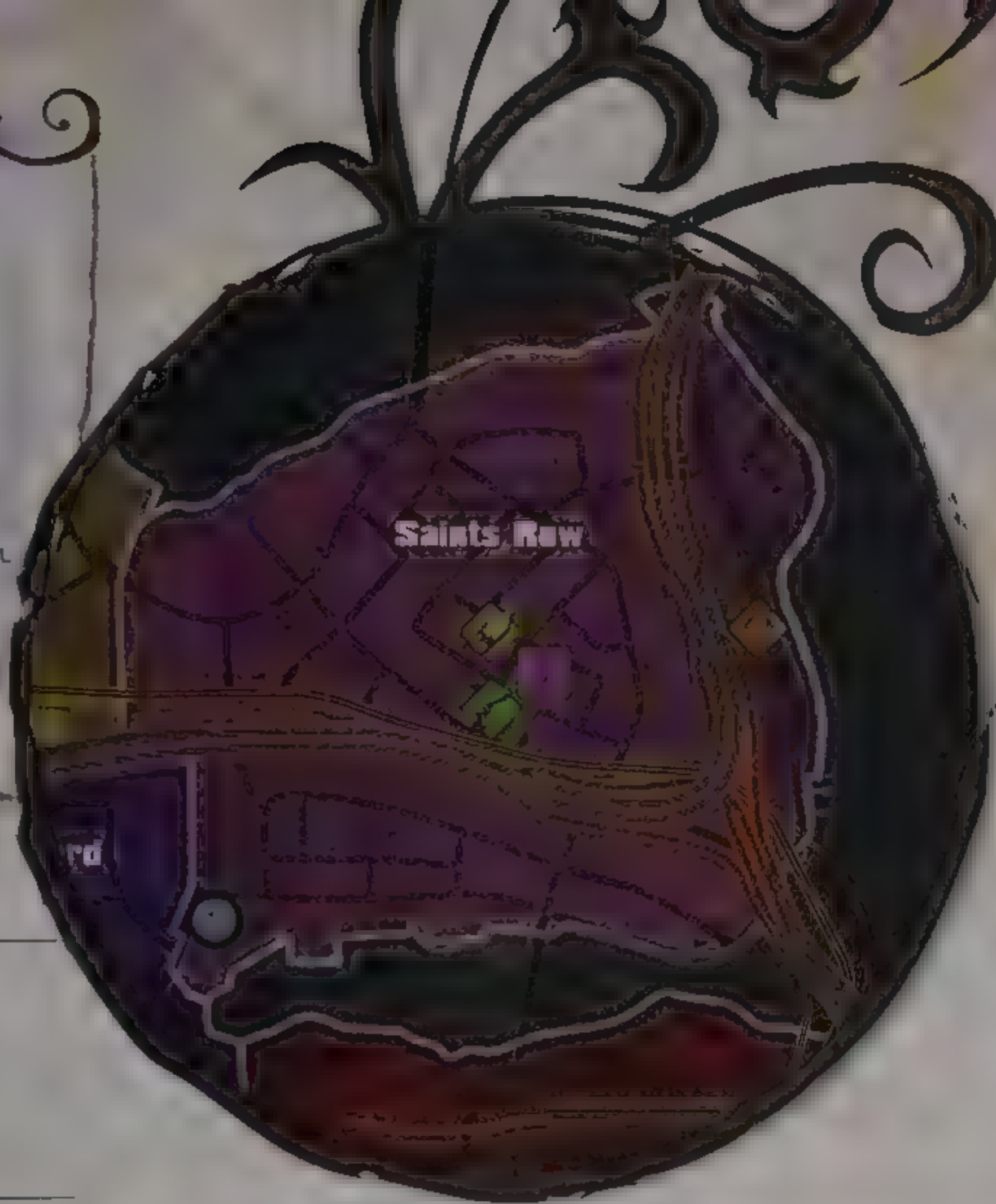
reclamation

Objectives:

- ★ Wait for Troy and Julius to arrive
- ★ Take Troy and Julius with you to the docks.
- ★ Kill the three gang lieutenants.
- ★ Get into a 4-door vehicle
- ★ Lose the cops.
- ★ Drop Julius and Troy off at the church.

Unlocks:

- ★ Harrowgate neighborhood.
Generates an additional \$200 daily.



GET STRAPPED

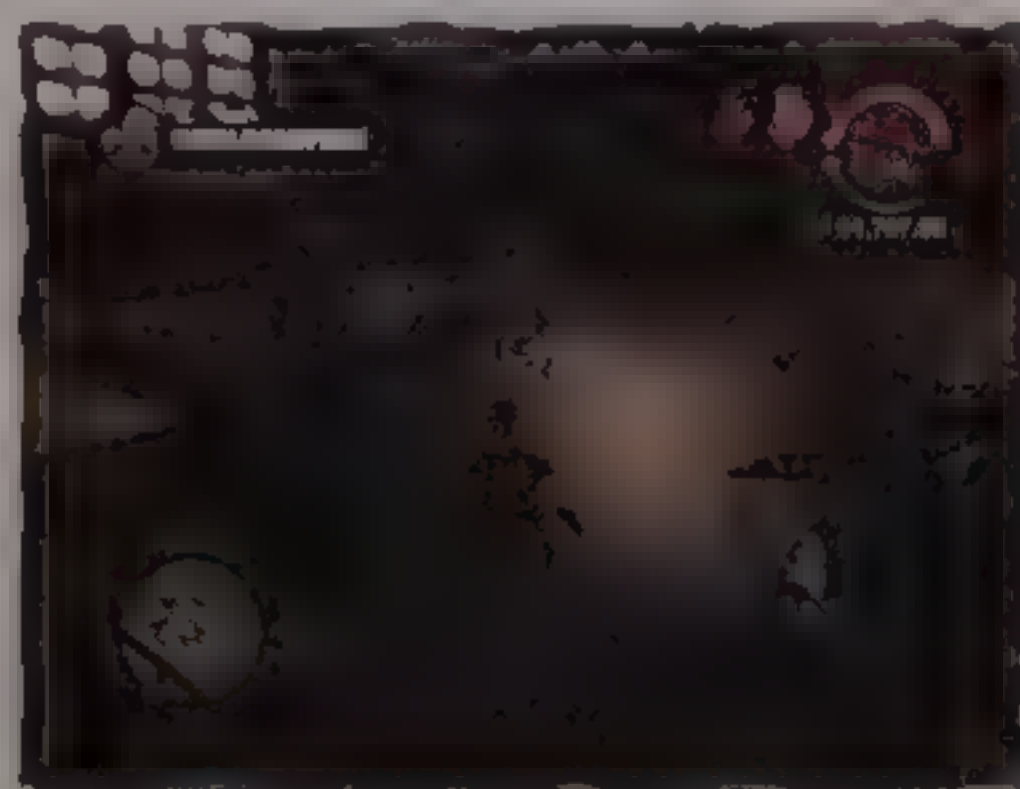
Before beginning this mission, enter the nearby Friendly Fire to purchase more ammo and pick up some pipe bombs.

GET MOVING

Drive into the purple marker in the church driveway and wait for Troy and Julius to arrive. If you have Will with you, he'll be dismissed—but you get to keep his nice vehicle. Follow the blue route to the blue square icon on the map (1). This takes you to a warehouse lot where a battle between the Saints and Los Carnales is in progress.



Take the warehouse lot in stages. Clear one area at a time before moving toward the next cluster of red dots on the radar. Collect cash and weapons from the dead. Aim at heads for quicker kills and to conserve ammo. Avoid standing near or hiding behind explosive barrels, but target these cans when enemy soldiers are near them. Keep an eye on Troy and Julius. If they fall, revive them before their number is up. If either one dies, you fail the mission.



GET SHOOTIN'

Before you start gunning down anything that moves, you should be aware that there are Saints on the ground and they are there to help. Do not shoot anyone wearing purple or that appears as a purple dot on the radar. Your targets are the blue Rollerz, yellow Vice Kings, and the red Carnales—they all appear as red blips on the radar. The three lieutenants are indicated by red squares.

run them over

An alternate tactic is to just stay in your car the entire time and run over the lieutenants.

FIRST LIEUTENANT

You'll find the first lieutenant in the truck trailer lot. The lieutenants have red arrows floating overhead. Try to get a fix on your targets from a distance, before reaching their firing range, and shoot 'em down before you're in harm's way. Keep moving to avoid becoming an easy target. Again, aim for heads. Defeat the lieutenant and the others in this lot, then move toward the last group of red blips on the radar.



SECOND LIEUTENANT

As you walk beside the warehouse along the dock, a car speeds by and smashes into a parked vehicle. Try to take out the driver with well-aimed shots to the head as he attempts to flee the burning car. It's easier to shoot him inside before he uses the vehicle for cover. The second



lieutenant is just around the left corner, between warehouses. Come around the corner quickly and gun him down before he gets a fix on you.



THIRD LIEUTENANT

You can easily kill the final lieutenant by targeting him from the docks area (before you enter the parking lot and he spots you). One of your stray bullets may hit the gas barrels near him.



LOSE THE COPS

Defeat the final lieutenant and then Jack a parked vehicle to escape the approaching cops. Watch out for the far end of the building you walk behind; there's a rocket-launching Saint on the carport. He's on your side, but you can never be too careful when rockets are involved. Just be quick to exit the lot once you're in a vehicle.



If the cops are already in the lot, shoot the driver and take the car—police cars have good handling and speed, making them ideal for a getaway. Speed out of there and keep on the gas to put some distance between you and remaining cops. Place the waypoint marker on the Forgive and Forget near Freckle Bitch's, then race in and move on to the next objective. Once you've lost the police Notoriety, take Julius and Troy back to the church; follow the blue route.



DIVIDE AND CONQUER

Completing this mission triggers the Divide and Conquer cinematic wherein Julius preaches to the Saints about the expected repercussions of their recent accomplishment. The Rollerz, Los Carnales, and Vice Kings won't stand for the Saints clearing them out of the Row. Julius commands the Saints to take out all three gangs.



He puts Dex in charge of taking out the Carnales, Johnny Gat volunteers to take the Vice Kings, and Lin will handle the Rollerz. This opens three different mission strands, each aforementioned Saints lieutenant is indicated by a unique icon on the map: Dex's missions

are a Carnales red cross, Johnny's are a Vice Kings yellow crown, and Lin's are a Westside Rollerz chrome wheel.



When you earn enough respect after this mission, Lin is the first to call you for a job. However, you may choose from any of the available missions for your next job.

3rd Street Saints



Vice-kings missions

get your colors

Now that you've made some money from a couple jobs, head to a clothing store and get some purple threads to boost your respect bonus at the end of Activities.

WOMAN TROUBLES

Johnny Gat informs you that the Vice Kings are justly named because of one guy—Benjamin King. While talking to Johnny, his ex-girlfriend, Aisha, calls and says someone has grabbed her sister right off the street. Apparently, the abductors were driving a yellow sedan. Johnny wants you to tail them and bring her sister and the other kidnapped girls back home.



Alvin's Favor

Objectives:

- ★ Follow the kidnapper, but don't get too close.
- ★ Take out the resistance without harming the girls.
- ★ Get the key from the pimp at Tee'N'An.
- ★ Go back to the warehouse and release the girls.
- ★ Take the girls back to the church.

Unlocks:

- ★ Bavogian Plaza neighborhood generates an additional \$200 daily.

Projects



PURSUE THE KIDNAPPER

As soon as you enter a vehicle, a blue GPS route on the mini map directs you to the kidnapper's vehicle on the next block. A red radius also appears around the kidnapper's vehicle. There's a large red ring and a smaller, inner ring around the vehicle. You must follow the kidnapper close enough to remain in the large ring, but not so close that you enter the inner red ring. Get too close and you fail the mission when you get spotted. You also fail if you attack or ram the car.



KIDNAPPED

After following the kidnapper to the abandoned warehouse (1) in the Bavogian Plaza, the thug exits the car and takes Alsha's sister into the warehouse at gunpoint.



DEFEAT RESISTANCE WITHOUT HARMING THE GIRLS

Pull up next to the yellow vehicle, exit your car, and draw a submachine gun. Enter the warehouse (1) and cautiously work your way through it, blowing away Vice Kings on your way to the backroom where the girls are being held captive. Expect to encounter five or six Vice Kings. Bringing homies to this battle helps. You can also shoot through the first wall of shelving to the right as you enter this area.



Enter the blue marker near the locked door in the backroom. Aisha's sister yells through the door that a key can be found on some pimp at the Tee'N'AY strip club.



TEE'N'AY

Take either vehicle outside the warehouse and follow the blue route to the red blip on the mini map. This leads you to the Tee'N'AY gentlemen's club (2). Kick in the front door, then crouch down and approach the inside door on either side of the entranceway. Begin gunning down all the men inside the club, using the doorjamb for cover. The pimp is in a bright yellow coat; he sometimes escapes to the parking lot. Gun him down and take the key.



FREE AISHA'S SISTER

Drive back to the warehouse and park the vehicle for a quick getaway. Re-enter the warehouse and unlock the door to free the ladies, then press Up on the Directional Pad to add the girls to your party (three in all). Prepare to battle your way back through the warehouse.



ESCAPE THE WAREHOUSE

Remain in the backroom while shooting through the window and the doorway into the main warehouse. Take out as many of the Vice Kings as possible from this position, then venture into the warehouse cautiously, using crates for cover. Gun down the remaining enemies, grab the dropped money and weapons, and enter the getaway vehicle outside. The girls collect the weapons you do not pick up. Wait for all the girls to enter the vehicle before



speeding out of there. Expect Vice King backup to arrive very shortly. The girls help fend off the enemy by leaning out of the windows and shooting the weapons they took from the warehouse.



RETURN TO THE CHURCH

Quickly follow the blue route back to the church. Concentrate on fast and safe driving rather than trying to take out the pursuing Vice Kings. Pull into the blue marker in the church driveway with all three girls in your party to complete the mission.



to kingdom come

Objectives:

- ★ Get into Aisha's car
- ★ Drive to the garage
- ★ Get rid of Aisha's stalker
- ★ Drive to the studio

Unlocks:

- ★ Union Square neighborhood
Generates an additional \$200 daily



OLD FRIENDS

Johnny and Aisha have a less-than-friendly reunion after her sister is rescued from the Vice Kings. Aisha is a successful pop singer looking to get out of her contract and Johnny is struggling between jealousy and disgust for her lack of loyalty to the Saints—she seems to only come around when she needs help. The Vice Kings own Kingdom Come—the record label she is signed to—and are blatantly ripping her off. Plus, they're extorting and refusing to let her out of the contract. The Saints plan to stage Aisha's death to free her from the vice grip.



DRIVING MISS AISHA

Aisha's vehicle, a Zomkah, is in the church parking lot. Climb in it and wait for Aisha to enter, then drive to Samson's Garage (1) one block away by following the blue route on the mini map.



The door opens when you approach. Pull into the blue marker inside. The car is rigged with C4 and is set to explode on a timer. It's not stable, so drive carefully.



Vice Kings

#1 FAN

You now have three minutes to reach the Vice Kings record company in one piece. If the Damage meter in the top-left corner drains completely, the car will explode. If Aisha is abandoned, killed, or if the car blows up, the mission is failed. Try not to hit anything. To make this even more challenging, Aisha's #1 fan is waiting outside the garage. He's in a black van and he's crazy for her. And by "crazy" we mean he's a psycho stalker.



The quickest, safest, smartest, and easiest way to deal with this situation is to stay right where you are, use rearview controls, and fill the stalker full of lead until he's dead; it'll take more ammo than usual to kill this guy. Place the reticule directly over his head. First the windshield blows out, then he starts taking damage. Get back in Aisha's car and don't forget the time limit.



TO THE STUDIO

Drive carefully as you follow the blue route to the studio. A large 18-wheeler (2) is parked across the entrance of the Brighton bridge. There's also a police car just behind the big rig, making it even more difficult to get around. Exit your vehicle and hop in the squad car. Pull it forward to create a space wide enough to drive Aisha's car between the rail and the back of the truck. You should arrive at the studio with a minute or more remaining on the clock. Pull into the blue marker (3).



THE SEVEN-DAY THEORY

Aisha runs into the building and makes sure she is seen by the receptionist. She bolts out of the building before the car bomb goes off and takes down half the building. Mission complete.



always use protection



Objectives:

- ★ Take out the four Patrols
- ★ Go to the brothel
- ★ Defeat all the Vice Kings

Unlocks:

- ★ Prawn Court neighborhood
Generates an additional
\$200 daily

A Romantic Dinner

The incognito Aisha and Johnny are chewin' the fat at Freckle Bitch's when you walk up. Johnny gives you the lowdown on Tanya, after Aisha excuses herself from the *fine dining*. She owns a brothel, which makes it easier to get in bed with everyone who's anyone in the Vice Kings, except Benjamin King. Johnny figures if they put the hurt on Tanya that they'll also damage the Vice Kings. Johnny wants you to kill everyone in her organization near the Prawn Court brothel.



TAKE OUT THE FOUR PATROLS

Follow the blue route to the blue marker in Rebadeaux (1). At this point, you can spot four nearby patrols, represented by red squares on the mini map. Chase the closest one. Fire on the yellow vehicle with the red arrow overhead; your homie will open fire and keep targeting the patrol even when you stop and pay more attention to driving.



If you pull up beside a stopped patrol, they'll get out of the vehicle and make themselves more vulnerable. Hunt down and kill all four patrols to get the next objective.



Vice Kings

TO THE WHOREHOUSE

Follow the blue blip to the brothel in Robadeaux. Drive through the blue marker in the alleyway and continue into the back parking lot. Gun down the two thugs near the yellow car to the left, then head behind the building to the right. There are two more gang cars and four more gunmen to mow down. Take them all out while remaining in your vehicle for safety. Once they're finished, step out of your car and enter the building through the back door.



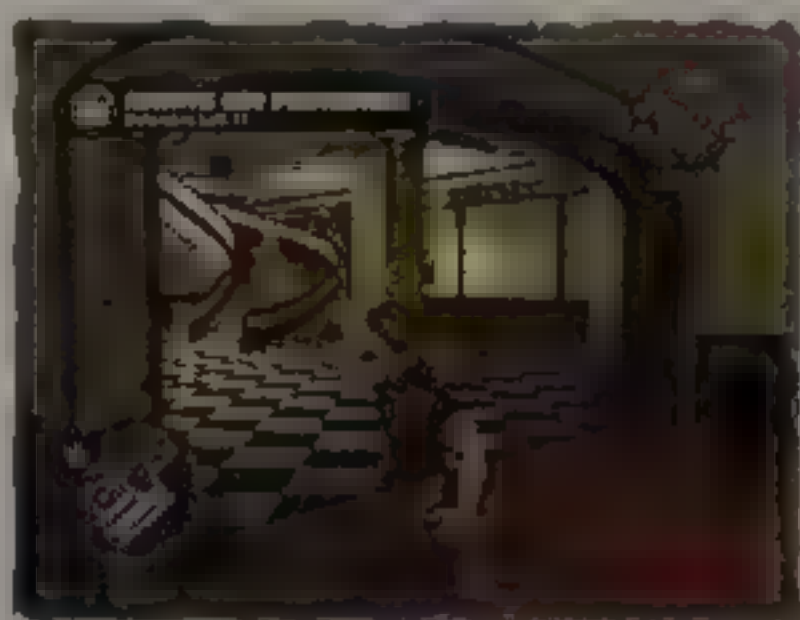
Explore the second floor, kicking in all the doors and shooting the Vice Kings inside engaged in various sexual acts. A set of stairs at the end of the long hallway on the second floor leads back down to the lower level. Defeat the guy on the stairs, then kick in the door at the bottom.

BROTHEL INCURSION

Inside the brothel, watch the red blips on the map to determine the positions of all the enemies. Square blips reveal enemies on your level and triangles are those above or below you. Since you're on the first floor, triangle blips are above you in this case.



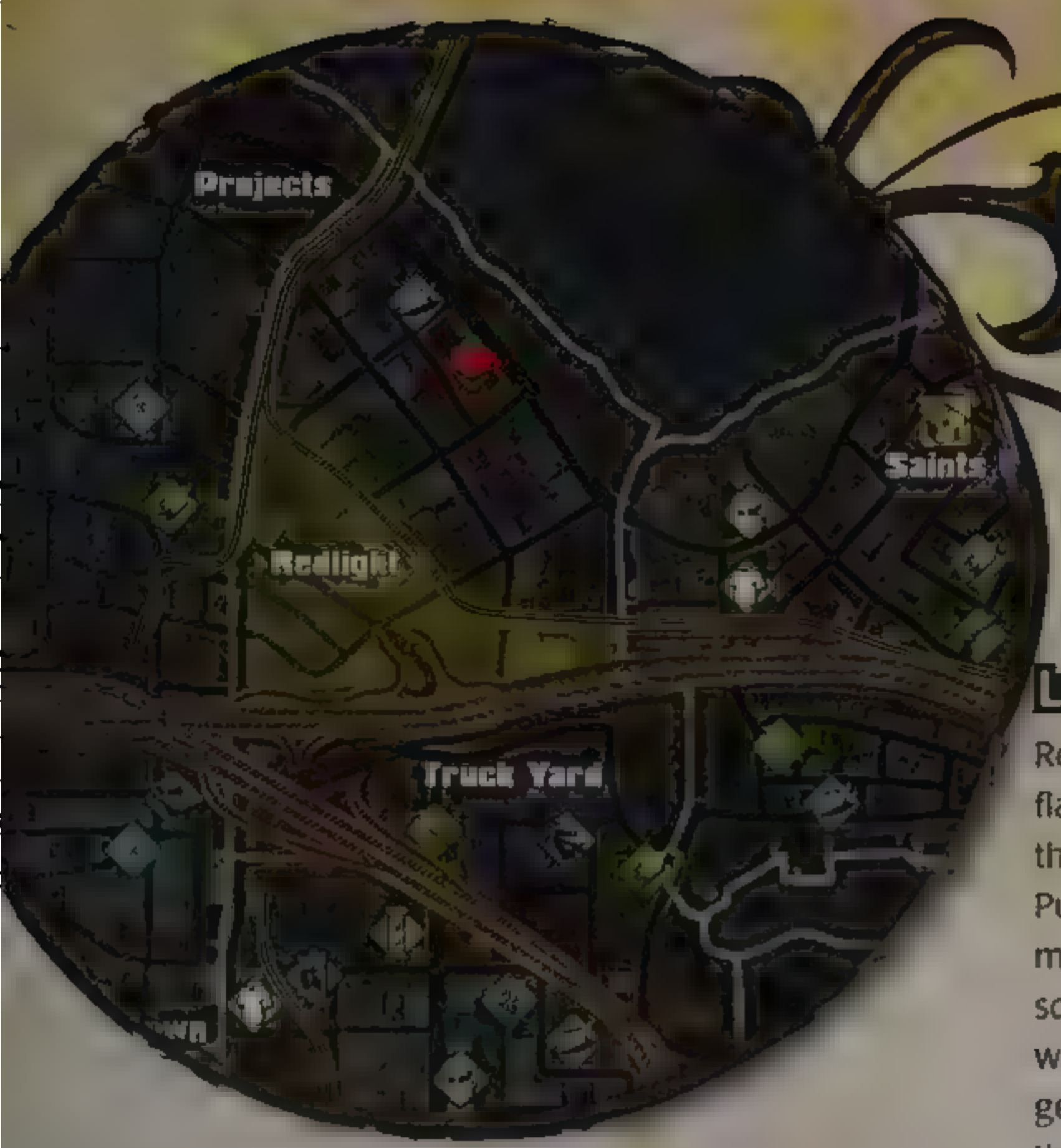
Crouch down and approach open doorways and corners with caution. Aim for headshots when you can. Slowly proceed toward the spacious room with the two large staircases and creep around the entrance to gradually reveal the enemies on both levels. These guys will advance on your position, so be prepared for them. Train your submachine gun on the ones with red arrows overhead and use the columns in the room for cover.



ALL THE KING'S MEN

Benjamin King calls a meeting to inquire how much the recording studio incident will cost him. "Millions" is the answer. King decides to call on some contractors that owe him a favor to repair the demolished building. He then plans the release of a memorial box set for Aisha to help recoup what she would have made in future sales had she survived the explosion. When King learns the Saints have taken Prawn Court, he decides to have Monroe put pressure on the Saints, believing that the distraction will make it easy to take back what is theirs.





reinforcements

- Objectives:** ★ Stop the Kings from taking back the brothel.
- Cash Earned:** \$1,500
- Unlocks:** ★ Regain Prawn Court neighborhood.

LIEUTENANT, EXTERMINATION

Recruit a homie and set a waypoint on the yellow, flashing Prawn Court area in the Redlight District on the map. This mission plays out no differently than a Pushback. There are nine lieutenants in Prawn Court that must be eliminated. They appear on the mini map as red, square blips. Run 'em over and gun 'em down. Your homie will follow your lead. Use your mini map to find their general location and then spot them as the yellow gang members with red arrows overhead. Don't waste your time on any of the other Vice Kings in the street unless they pose an immediate threat.



EASY COME

After completing "Always Use Protection," you get a call from Johnny Gat. He says the Kings are trying to take back what is theirs. Monroe moves quickly. King is trying to distract you by trying to take back Tanya's Brothel.



The lot behind the brothel is full of lieutenants, so remain in your car as long as it holds out while you run them over and gun down others.

best laid plans

Objectives:

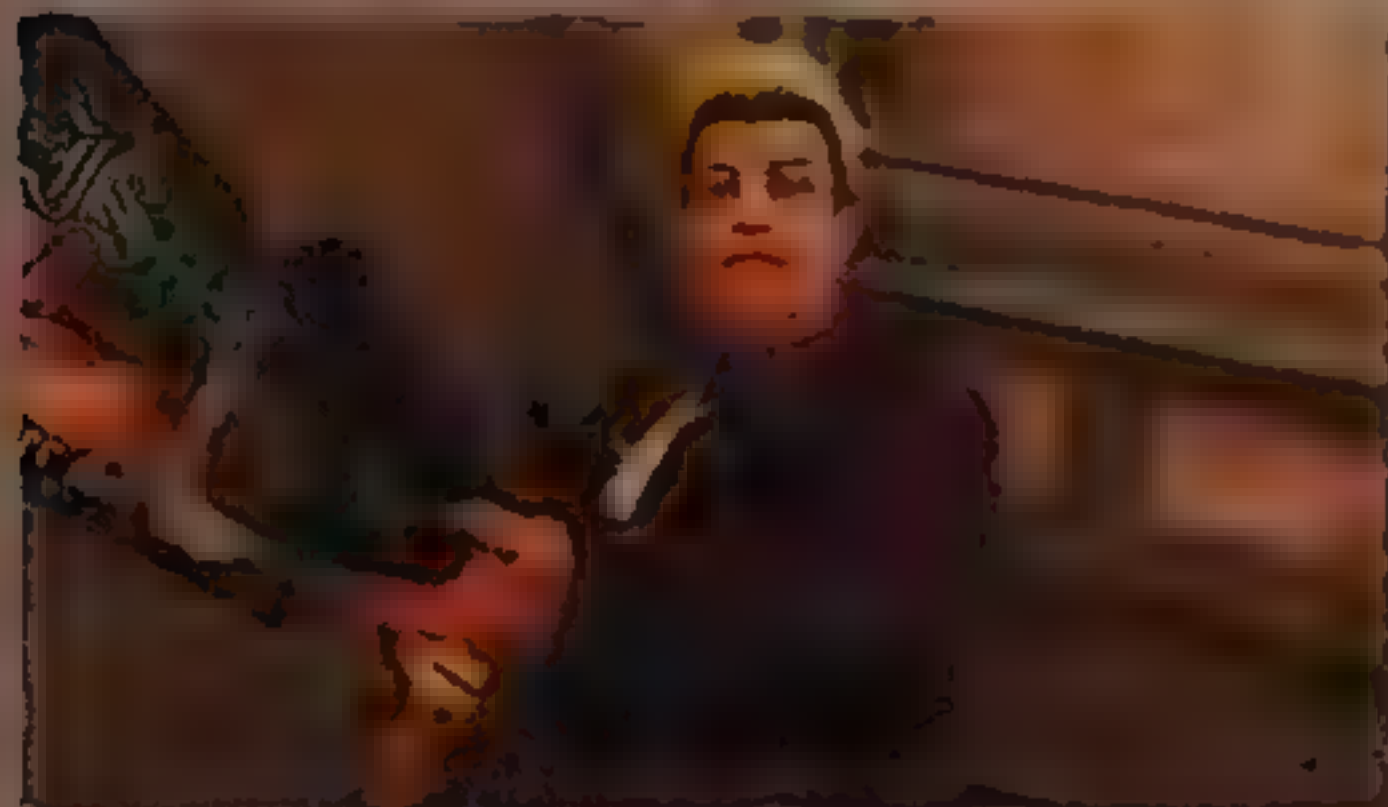
- ★ Go to the abandoned police station and kill the Vice Kings.
- ★ Get back to the church.

Cash Earned:
\$1,000



DECISIONS, DECISIONS

You pick up this mission back at Saints HQ. Johnny is inside the church, loading up on weapons and trying to decide the best one to use for dealing with the abandoned police station you're about to take from the Vice Kings.



VENOM POWER

If you need a submachine gun, stop by the local Friendly Fire to purchase the T3K Urban for \$500. Jump into the driver's seat of Johnny's purple Venom parked in the church driveway. On the way to the police station, Johnny taunts you with lines such as, "I hope you can keep up with me in there." Yeah, right Johnny. Just you wait. Follow the blue route on the mini map to the Prawn Court blue blip (the police station).



POLICE STATION

There's an intense gunfight in progress between the Saints and some Vice Kings on the police station's stoop. Watch the red blips on the mini map to avoid running into any surprises. Pick up dropped weapons and help finish off the gang.



STATION INTERIOR

Kick in the double-door entrance of the police station, then hang an immediate right. Tanya is there taunting you as she runs into the next room. Shoot the three Vice Kings in the open and behind the fallen cubicle partitions, then pick up their weapons and dropped food.



HOLDING

Equip a shotgun if you have one, then creep toward the holding area. Expect a few advancing thugs from the next room. Move cautiously around the bookshelves; there's always a thug waiting to jump there. Proceed into the briefing room and waste the patrolling gunman.



DISPATCH

Enter the next hallway. Vice Kings often overflow into this area from the dispatch room when noise is made in the briefing room. Hug the left wall and use the next corner for cover as you shoot into the dispatch room at the end of the hall. Be patient and aim for the heads, then... uh, dispatch them. (It had to be said.)

STAIRWELL: TANYA ENCOUNTER

Once this room is clear, head back out into the previous hallway and continue toward the stairwell. Equip a shotgun. Tanya screams to her cronies from the top of the stairs, "Don't let them get through!" More Vice Kings show up on the lower staircase and begin working their way up. Defeat them at the bottom of the steps, then handle the armed enemy in the cell area at the bottom of the stairs. You'll find a Tombstone shotgun and ammo in the guard station. That'll come in handy soon. Motor to the top floor in pursuit of Tanya.



Vice Kings

TOP FLOOR

Stand to the left of the open door on the top floor. Wait for a couple Vice Kings to run into the stairwell, then shoot them and enter the long room in a crouched position. There are thugs hiding behind overturned tables ahead who may even rush you. There are five Vice Kings in all on this top floor. Take 'em out and a cinematic plays as you approach the final room where Tanya is seen entering.



TANYA AND TONY

You and Gat enter the room Tanya ran into, where Anthony Green (Tony) is waiting in ambush. As you cross the threshold of the door, Anthony knocks you down and holds Gat up at gun point. Gat taunts Green, who responds by beating him down. While Johnny is incapacitated, Green gloats that the Vice Kings are working with the police and no one can touch them. Still arrogant, Johnny insults Green and Tanya once more, trying the last of Green's patience. Green blows out Johnny's knee with the shotgun. Johnny fights back the pain and stabs Green in the foot, giving you an opportunity to escape through the open window. You dive out the window, leaving Johnny with his captors.



SLINGSHOT OUT OF THERE

The phone rings when you land on your feet outside the police station. Answer it. It's Julius. A Saint got out alive and informed him of what went down. Including that the cops are working for the Vice Kings. He wants you to meet him at the church. Jump into the Slingshot and follow the blue route on the mini map back to the church. You have three-star police Notoriety and two-star Vice King Notoriety, so you may want to drive just far enough to reach a faster car, like the Venom or the Hammer Heads parked in front of the police station.



You do not need to lose the Notoriety Level. Just don't get spun-out and avoid the SWAT roadblocks. Pull into the blue marker in the church driveway to complete the mission.

THE GENERATION GAP

Anthony Green (Tony) calls King and tells him about Johnny's capture and your escape. King is confident that you'll be picked up by his crooked cops. He tells Warren that Johnny is tied up in Tony's condo. Warren wants blood, but King tells him to chill and keep bringing in the green made from his music business.



green with envy

Objectives:

- ★ Go to the recording studio and wait for Tanya
- ★ Follow the limo away from the studio.
- ★ Kill the limo driver.
- ★ Return to the record studio in the limo and pick up Tanya
- ★ Take Tanya to the clothing store and to Friendly Fire
- ★ Lose the Sants.
- ★ Take Tanya to back to Anthony's condo
- ★ Find and Kill Anthony Green.

Unlocks:

- ★ Atlantis Avenue neighborhood Generates an additional \$200 daily



Vice Kings

THE RESCUE

This job is picked up at the Saint's church, where you meet Julius and Aisha to discuss how to rescue Johnny from the Vice Kings. You learn that Anthony decided to keep Tanya on a tighter leash after Johnny trash talked to her and Warren. Since Tanya uses her role in reconstructing the recording studio as an excuse to continue an affair with Warren, Julius decides the best way to get to Tanya is to take her driver's place while she's messin' around with Warren.



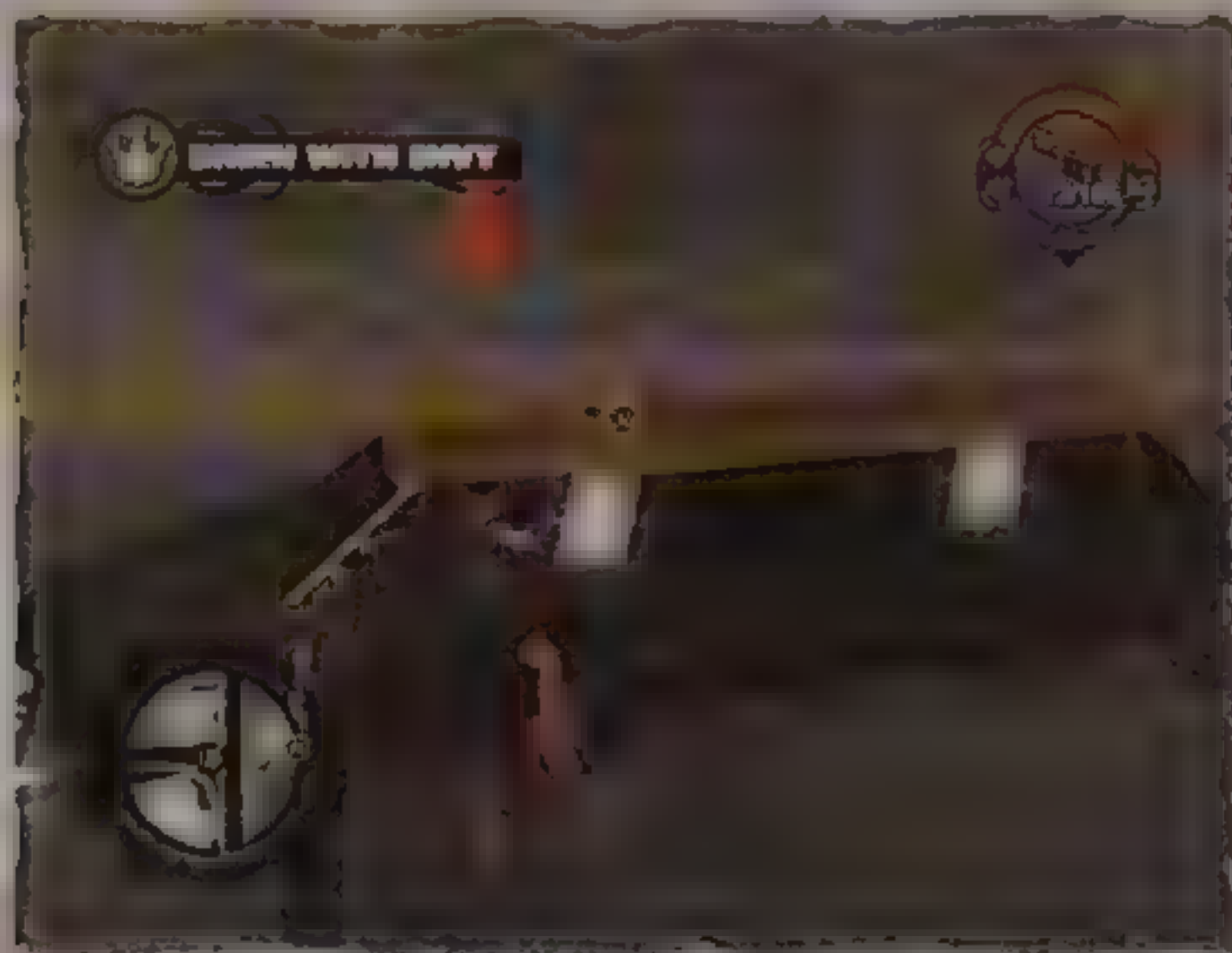
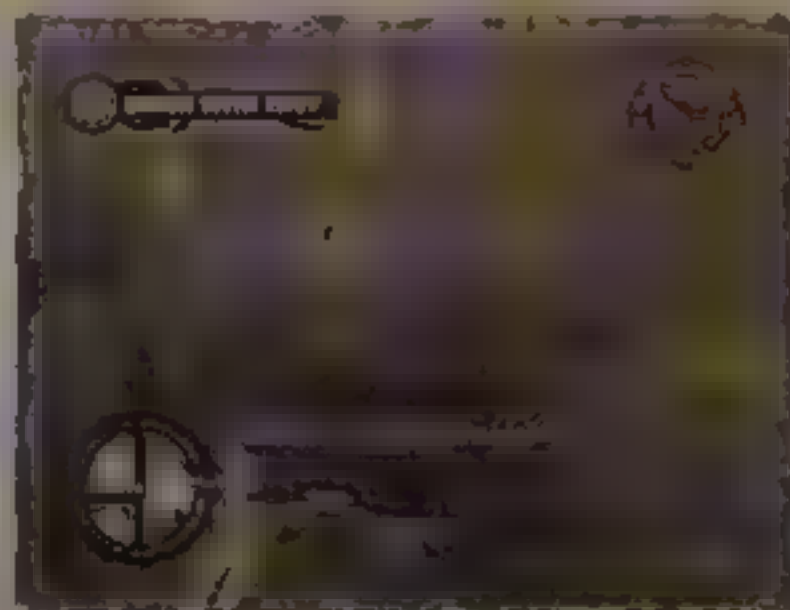
TO THE STUDIO

Race to the studio in Union Square, following the blue route on our map. Stop in the blue marker outside the studio (1). After exiting the limo, Tanya tells the driver she'll just be a few minutes with Warren. You must follow the limo away from the site to avoid detection, extract and kill the driver, and then return to the recording studio in her limo. If the driver is killed too close to Tanya, she'll discover you and the mission will be failed. If you are out of the limo when Tanya returns, your cover is blown as well, and the mission is failed.



TAKE OUT THE LIMO DRIVER

The best thing to do is throw your car in reverse and drive back to the nearest intersection to block the right side of the road (near the stop sign) so the limo cannot pass. Exit your vehicle, equip a handgun or submachine gun, and walk up to the limo when it stops at your roadblock. Kill the driver, then enter the limo and drive back to the studio and pull into the blue marker to pick up Tanya. Do not exit the vehicle or you'll blow your cover.



A DAY FOR SHOPPING

Pick up Tanya and follow the blue route on the map to a blue marker in front of the clothing store (2). You have a minute and 20 seconds to reach this shop, so don't dillydally. She runs in and out and another 1:20 appears on screen. You must make it to Friendly Fire (3) before the clock expires. Follow the blue route and do your best to cut corners, handbrake around turns, and avoid vehicles to reach your destination in time.



THIRD STREET SAINT FOUL-UP

At Friendly Fire, you get a call from Julius who informs you that some uninformed Saints are coming to kill Tanya while she's in the limo. Once Tanya enters the limo again, you need to evade these would-be-assassins without killing them (as they are your allies). Tanya returns to the limo and describes how to get to Tony's condo (4). Mid route, however, the Saints show up and you need to lose them. If the limo is destroyed, or you kill any Saints, the mission is failed.



OUTRUN

Tony's condo appears as a blue triangle blip on the mini map and main map (4). No blue route is indicated to this place because you cannot show up while being chased by Saints. Once you lose the Saints, the GPS route will appear and you can finish the mission. The easiest way to lose the three Saints gang cars is to head west, away from Friendly Fire, and speed down the main road (yellow route on our map); it's wide, has gradual turns, and there's not too much traffic. Losing two of the Saints cars is usually easy, but one is quite persistent. Try to avoid letting them drive beside you as Tanya could be shot. Speed as much as you can without slowing. Weave through vehicles in attempts to get the pursuing Saints in an accident. When you've put enough space between your car and the Saints, they are lost and you can drop Tanya off at Tony's. Forgive and Forget cannot be used to lose the Saints.



LADIES FIRST

After dropping Tanya off at Tony's Atlantis Avenue condo (4), you follow her into the building. A cinematic shows you knock her over the head, leaving her unconscious.



RESCUE GAT, KILL GREEN

Equip a submachine gun, then crouch down and approach the open door to Green's apartment from a distance (stay behind the doormat). Several Vice Kings inside the apartment will run back and forth into view through the open doorway. Shoot as many as you can from outside the doorway, then enter and use the table and kitchen island as cover. You'll spot Johnny tied up and fallen over in a chair in the living room. Once all the pawns are dead, you can explore the apartment.



SPENDING GREEN

There's a door on the right, just beyond Johnny, that leads to the bedroom. Tony is inside with a shotgun. He may come out, so be prepared and look for cover. It takes several bullets to bring him down, so don't run and gun—you won't survive his AS12 Riot shotgun blasts. Stay back and his pellet spread will do little harm to you. Luckily, it



takes time to reload the AS12, which gives you an opportunity to fill him full of submachine gun lead. Pick his weapon up after dispatching him.



ANGER MANAGEMENT

Johnny has been rescued, but he's mad! He shows his frustration by plugging Green's body full of bullets, then throws the gun at him. He says he overheard that Anthony was storing heavy weapons here in his condo and that they'll send some Saints to pick them up. If you walk into the backroom, you'll discover gun cases full of assault rifles, but you cannot take them.



3rd Street Vice Kings



Objectives:

- ★ Earn some police notoriety to get the media's attention.
- ★ Go to the retail district and start killing shopkeepers.
- ★ Knock the bowling pins over.
- ★ Get a bulldozer
- ★ Bulldoze the Alderman Hughes statue in Humbolt Park.

Unlocks:

- ★ Nob Hill neighborhood.
Generates an additional \$200 daily

FRAME JOB

This job is picked up outside Sloppy Seconds in the Row. Dex and Johnny Gat, now sporting a knee brace, argue over the best way to hurt the Vice Kings relationship with the police... while Johnny prefers using brute force, Dex convinces him to incriminate the Vice King's by going on a crime spree while wearing VK colors.

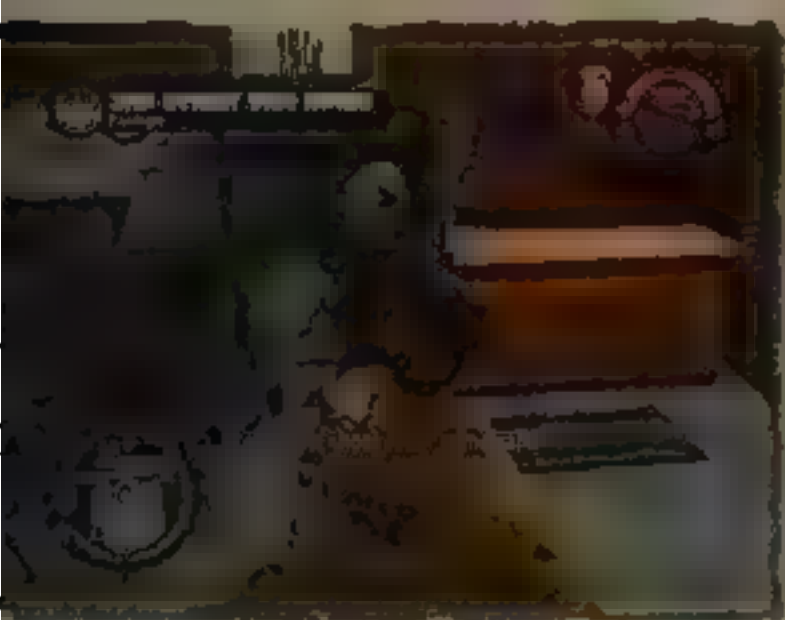


GET POLICE ATTENTION

Johnny Gat joins your party. He tells you to attract the media's attention. Since you have to head that way eventually, take a car over the bridge and drive to the Union Square area.



Kill two birds with one stone. Since you need a Notoriety level 2 and cash and weapons never hurt, hold up the sales clerk in the Friendly Fire store (1). Walk her to the safe and have her crack it while holding your weapon's reticule to her back. Shoot the register before you leave and take the cash. Now you have two levels of police Notoriety. If Johnny Gat is abandoned or killed, the



mission is failed. Also, throughout the mission several news vans follow you, but this is strictly for dramatic effect. You can actually take their vans if you're in a bind and need a vehicle quickly



ATTRACT MEDIA ATTENTION

Once you have level two police Notoriety, the media arrive in news vans and the Footage meter at the top of the screen can be filled by continuing your crime spree. Your next objective is to kill shopkeepers in the retail district. Follow the blue route to the Nob Hill shops. Stop in front of Shear Intensity (indicated by a red blip on the map) and enter the barber shop (2). Gun down the lady inside with the red arrow overhead.



Jump back into your vehicle and visit the second shop (these can be done in any order). Enter the clothing store (red blip on mini map just a few stores down from the barber) (3) and gun down the employee with the red arrow overhead. Re-enter your vehicle, wait for Gat to hop in, then head for the bowling pins.



BOWLING FOR MEDIA

Follow the blue route to the bowling pins monument near the Brighton bridge. Enter the grassy field west of the BOWLER statue near the bridge. Position the back of your vehicle toward the bridge and speed around the bowler statue, then continue east through the park, the green marker near the dirt trail, and up the grassy hill.



Follow the green arrows in the grass as best you can and jump the earthen ramp. Your goal is to sail through the air and into the bowling pins monument (4) to knock them over. If you miss, you can also use grenades, pipe bombs, or a rocket launcher if you have one.



BULLDOZE

Follow the blue route to the bulldozers (5) in Amberbrook. You enter the large bulldozer and Gat gets in the smaller one. Plow through the police cars. Any car that you run into explodes. Avoid destroying too many cars or you may damage out the bulldozer. Take it easy. Follow the blue route to the blue marker and the Alderman Hughes statue (6) in Humbolt Park. Knock over the nearby atlas-toting statue to complete the mission.



BOILING POINT

Benjamin King gets off the phone with Alderman Hughes, desperate to smooth things over. Warren Williams loses his calm, saying that it's a waste of time to try to work with politicians and that using force is the most effective way to gain power in Stilwater. Ben chastises Warren and sends him out.



Round peg, square hole

Objectives:

- ★ Defend your car while Gat drives to the meeting locations.
- ★ Destroy the targets at the payoff locations.

Unlocks:

- ★ Humbolt Park neighborhood
Generates an additional \$200 daily.



SUBTLETY IS THE KEY

Dex says the Vice Kings have been letting the police in on their protection rackets and that's why the police have been helping the VKs out. Before Dex can explain his plan, Johnny reveals a case of rockets found at Anthony Green's condo and tells you that they are going to crash all the police payoff locations.

PROTECT THE CAR

For this mission, you are given a rocket launcher with unlimited ammo. This also goes for the Krukov K6—use it for close targets and the rocket launcher for more distant ones; keep the explosions away from your vehicle.



Vice Kings

You're riding shotgun with Johnny Gat. The health bar of your car is displayed on the HUD. The goal of this mission is to destroy groups of cops and VKs that are found meeting near their cars in four prearranged locations around the city. If your car is destroyed or Johnny Gat is killed, the mission is failed.

FIRST PAYOFF LOCATION

At the first location, use the Krukov K6 to mow down the targets with red arrows over their heads. The cops and Vice Kings are outside their vehicles making the deal. As you leave, switch to the rocket launcher and try to take out the police car and gang car just in case someone survived and wants to chase you.



SECOND PAYOFF LOCATION

The second payoff is going down at a nearby gas station. Try to shoot the pumps before arriving on the scene. The explosion will destroy all the targets. If you miss, use the Krukov K6 once you pass under the pump shelter. Use the rocket launcher to take out pursuing cruisers or gang cars on the way to the third payoff.



THIRD PAYOFF LOCATION

Use the rocket launcher on the gang car and police car at the third payoff location. The explosion from the vehicles will take out all the targeted cops and Vice Kings. Gat takes off through a courtyard, following this location. Use



the rocket launcher to blow up pursuing police cars. The pair of police ticketing cars at the end of the second courtyard explode quite nicely.

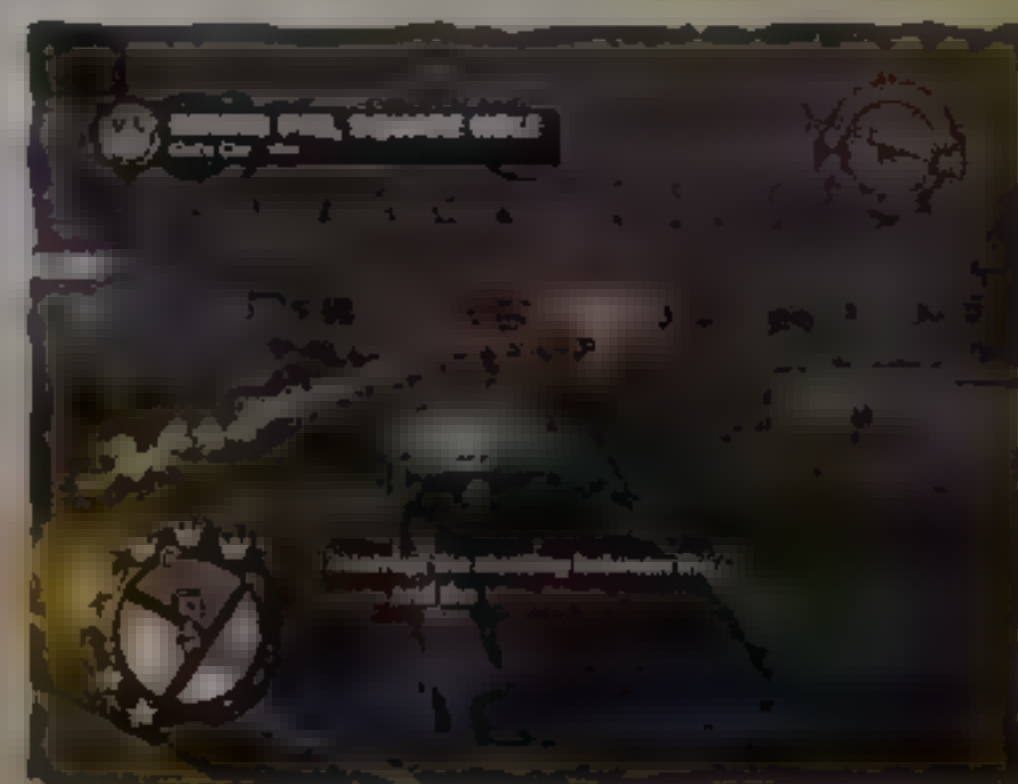
FOURTH PAYOFF LOCATION

Rocket the targeted cops and Vice Kings in the Union Square fountain courtyard. Gat drives over the small fountain bridges and cuts through this pedestrian walkway to reach the next street.



FIFTH PAYOFF LOCATION

Send a rocket into the parking lot where another payoff is taking place. You must shoot quickly to prevent the VK with the rocket launcher from hitting you first. He's in between the vehicles. We suggest dealing with the VK car (bright yellow, hard to miss) first—the explosion will take almost everyone out.

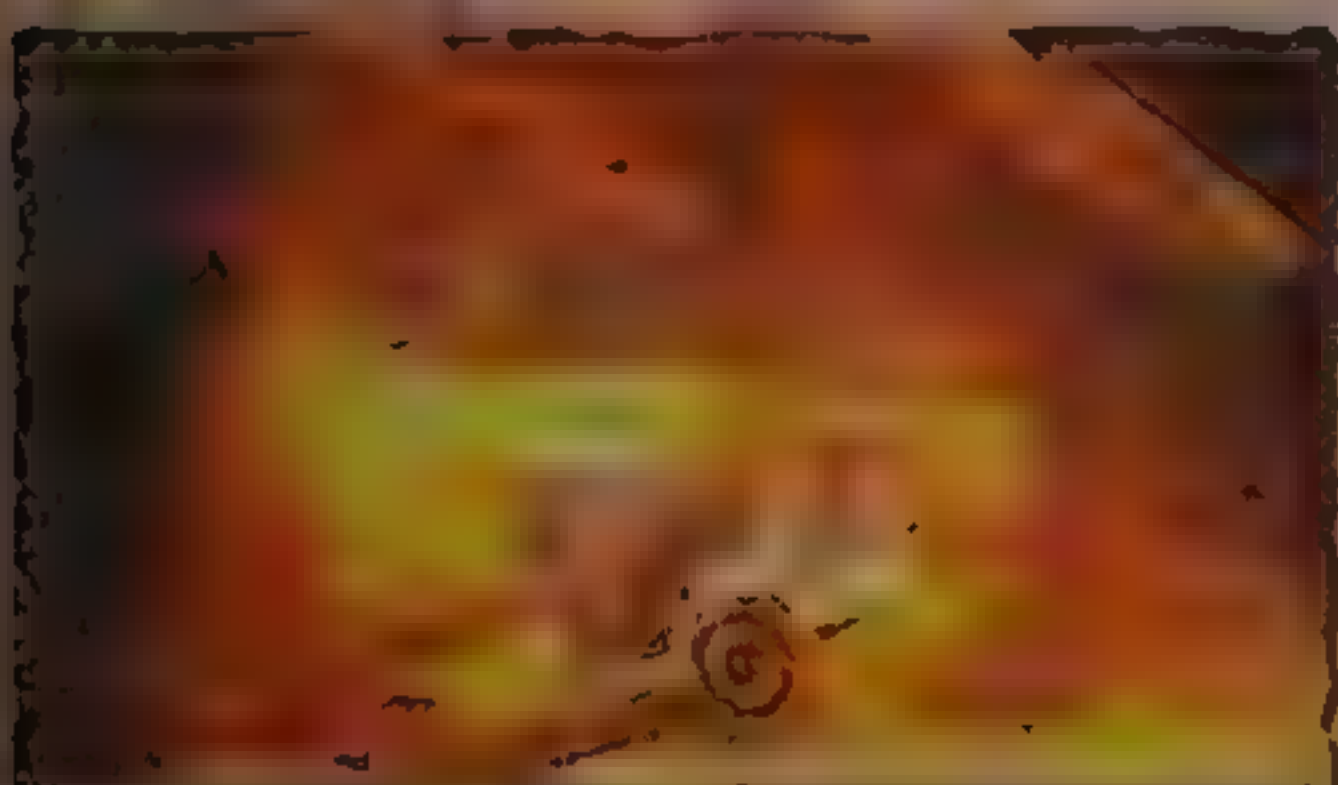


Always destroy the cop cars with rockets. Your police Notoriety is surely around level three now, so SWAT roadblocks should be expected just beyond this location. Keep your eyes on the road ahead and try to target the SWAT trucks to keep Gat from damaging the car as he runs through them. The mission ends successfully as Gat pulls into the Forgive and Forget near Adept Way.



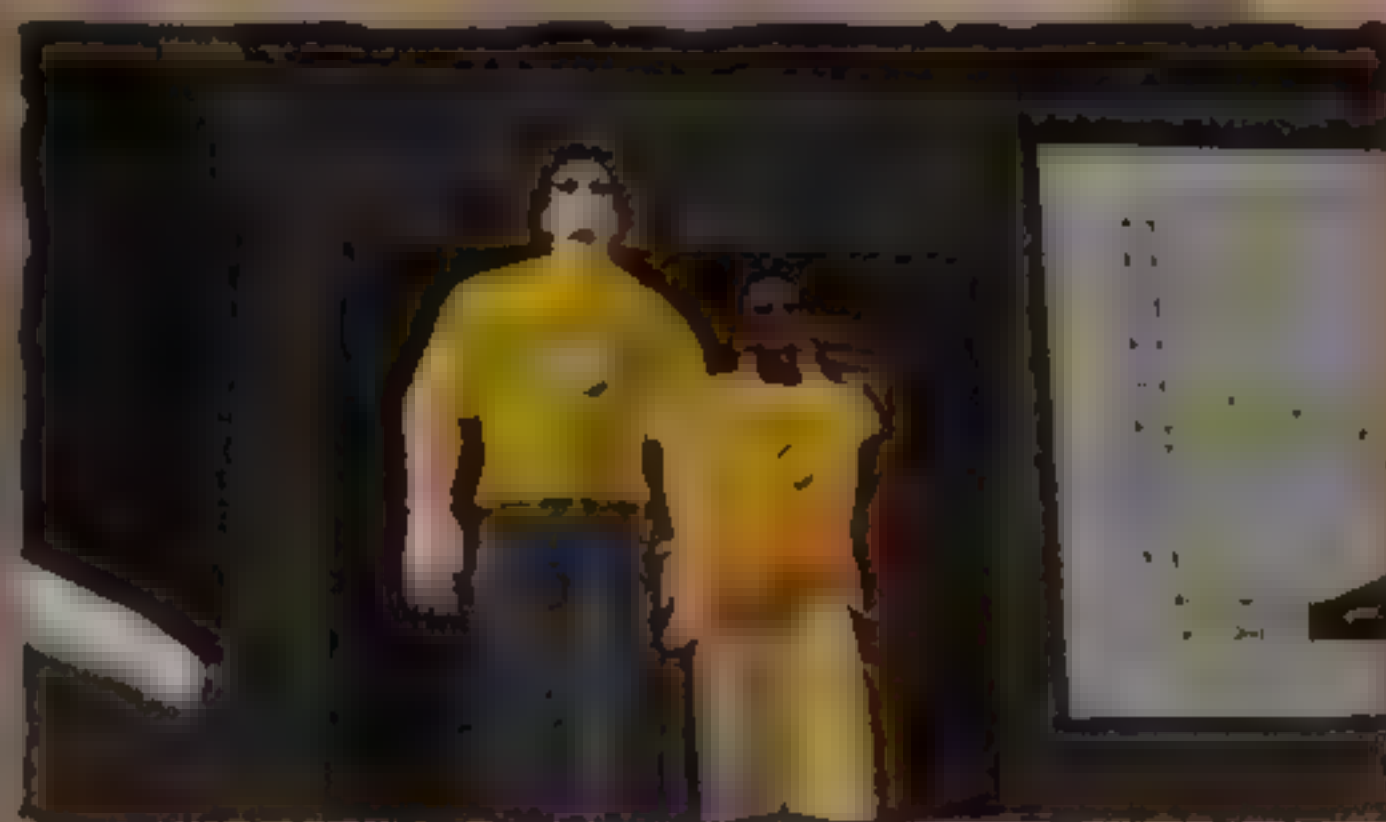
IF AT FIRST YOU DON'T SUCCEED...

Johnny drives you back to the recording studio construction site and parks the car. As the two of you walk away from the vehicle, Gat pulls out a detonator and sets off the remaining rockets in the trunk, completely destroying Kingdom Come Records for a second time.

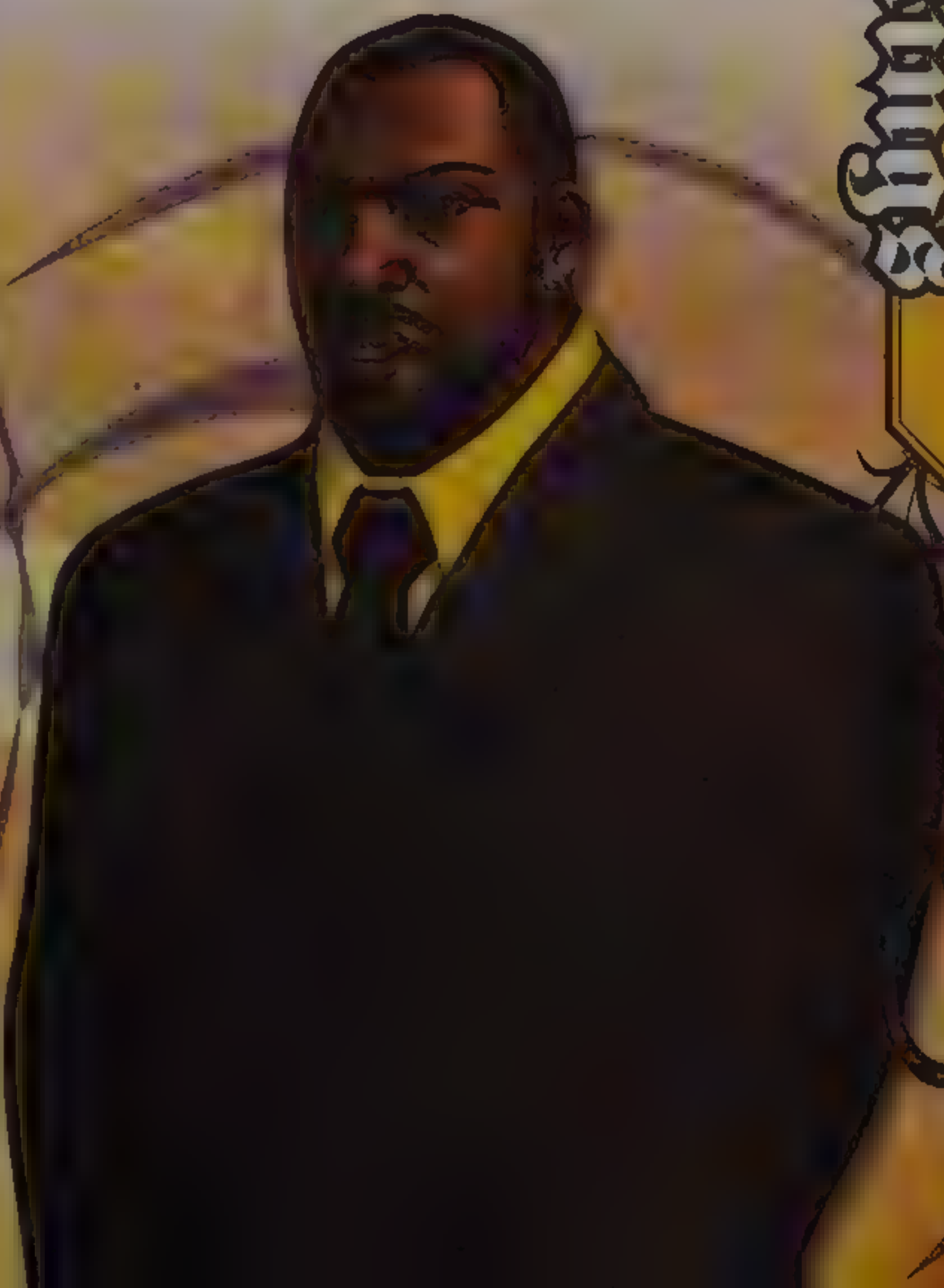


WE NEED TO TALK

Meanwhile, Benjamin King must once again deal with an angry Alderman Hughes. As he finally placates him, Tanya and Warren barge in saying that they aren't happy with the current leadership of the Vice Kings. King roughs up Warren and tells him to leave town. Warren, however, has other plans. As Warren composes himself, a group of his allies storm into the room. As Warren's friends surround King, Tanya locks King in the room with his would be assassins.



Vice Kings



for king and country

Objectives:

- ★ Head to the museum and rescue Benjamin King
- ★ Get to King's Car.
- ★ Kill the Vice Kings.
- ★ Kill Warren.
- ★ Return to the church with King

Unlocks:

- ★ Amberbrook neighborhood
Generates an additional
\$200 daily.

CALLING IN A FAVOR



You enter Johnny Cat's room, only to find that he is gone. As you read a note Johnny left, Julius storms in with some urgent news. Not only has Ben King survived his assassination attempt, but he has asked Julius for help. Julius demands that you rescue Benjamin King.



SAVING THE KING

A bar measuring Ben King's health appears on screen at the start of this mission. Until you reach King, this bar slowly diminishes. If it reaches zero, King dies and the mission fails. You must drive to the museum in District Park and find King before he is killed.



Recruit some Saints off the street just outside the church, then race toward King. Follow the blue route into Amberbrook. This path eventually disappears and King's green blip on the mini map becomes visible to the north. You cannot pull a car into the museum courtyard; barriers block vehicle access.



The smartest thing to do is to just rush past all the Vice Kings and run up the pedestrian bridge in the middle of the courtyard to rescue King (1) before his health is depleted.

You need only approach him to end the first objective and clear his health bar from the screen.

GET TO KING'S CAR

Equip a shotgun and blow away any Vice Kings that stand between you and King's car (2), which is parked in the street to the north (head toward the new green blip on the mini map). Enter his yellow Mag to get a new objective. Allow King and any of your party remaining to enter the truck before taking off.



He'll circle around the block once before, then take a route very similar to the one Gat drove in Round Peg, Square Hole—an unorthodox path through courtyards and pedestrian walkways. Once you've dealt with Warren, King tells you to take him to Julius. Follow the blue route back to the Saints' church. Your Vice King Notoriety remains at a high level, so you might encounter some trouble along the way.



KILL THE VICE KINGS

If King dies or is abandoned, the mission is failed. The target Vice Kings appear as red triangles or square blips on the mini map. When you approach one of these targets, you discover they are yellow Vice King gang cars with red arrows overhead. Aim for the driver and avoid exploding these cars near your own. You must keep your vehicle in good shape to survive this mission. After destroying about four key targets, you reach a new objective.



COLD WINTERS

As Warren tries to pull himself from the wreckage of his car, Tanya walks up to him. When Warren asks her for help, Tanya calmly draws a weapon and executes him, placing her in charge of the Vice Kings.



TAKE WARREN OUT

Warren (3) is in the next intersection west of the museum, just yards away from where you entered the Mag. He's in a swift, little sports car, so he's going to be difficult to catch. Follow him closely and fire on him drive-by style every opportunity you get. You must keep up with him as he tries



to escape. If Warren successfully evades you, the mission is failed. A 30-second timer appears on screen if you fall out of Warren's red radius ring on the mini map.



the king and i

Objectives:

- ★ Get a car and go to the King's hideout.
- ★ Get the VKs to chase you. Don't kill their driver or destroy their car.
- ★ Lead the VKs to the police ambush site and let them do the killing.

Unlocks:

- ★ Brighton neighborhood. Generates an additional \$200 daily.



KING'S DILEMMA

Julius and Ben King discuss the future of the Vice Kings. While Ben King wants to retake control over the Vice Kings and have things return to the way they were, Julius gives him an ultimatum. Either King helps the Saints take out the VKs or Julius will have him executed. King decides to help his old friend and agrees to take apart the gang that he built. The first step in King's plan to destroy the Vice Kings is to lead the VKs into a police ambush. Julius sends you to help.



KING'S ESCORT

Benjamin King is added to your party. Once you enter a car (or his Mag in the church driveway), King reveals the location of the first VK safe house, which is indicated on the mini map. You must get in a car with King (he rides shotgun) and drive toward this location. If King is killed or abandoned, the mission is failed.

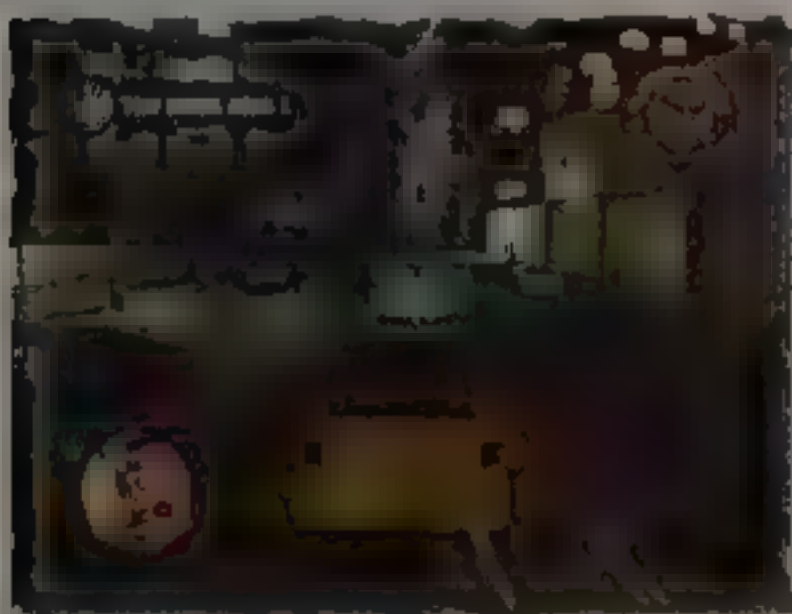


LURE THE KINGS

Upon arriving at the first hideout (1), you encounter several Vice Kings around a yellow gang car with a green arrow overhead. You must fire at the VKs to get their attention, but avoid killing them! You only want them to follow you. At this time, a police ambush appears on the mini map. Follow the blue route.



If you get too far ahead of the VK car (as indicated by a radius on the mini map), they stop following and you must drive back and get their attention again (re-enter the radius). Lead the VKs to the ambush site (2). Once there, a



cinematic plays where the cops are seen defeating the VKs. If you destroy the VK car or the driver instead of letting the police kill them, the mission is failed.

There are three different VK groups (1, 3, 4), which you must lead to the same ambush site. Each time one group is destroyed, the next one appears on the map and a blue route on the mini map leads you to their location. Repeat the process until all three VK groups are eliminated to complete the mission.



The last trap (4) is the hardest to set, as your vehicle is likely to be more damaged. Grab a new ride if yours is too banged up. Keep enough distance between yourself and the target VK vehicle to minimize their bullet damage.



overtake all vice king strongholds

"All the King's Men" is not accessible until after you clear all five Vice King Strongholds in the city.

Vice Kings

all the king's men

Objectives:

- ★ Take King's car and head to Impressions in Nob Hill
- ★ Drive fast to scare Stefan into giving you the elevator code
- ★ Head to the Vice Kings' penthouse.
- ★ Clear the Vice Kings in the lobby and balcony to enter the elevator
- ★ Find Tanya and kill her

Unlocks:

- ★ Adept Way neighborhood
Generates an additional \$200 daily
- ★ Crib: King's Penthouse
- ★ Johnny's Car
- ★ Vice King Cars



RETURN OF THE KING

Johnny Gat tells you that the time has come to finish off the Vice Kings once and for all. You, Gat, and King are planning to assault the Vice Kings main hideout. Gat is nervous that King won't have what it takes to shoot his own crew, but King assures him that there'll be no problems.



MAKING IMPRESSIONS

You have both Benjamin King and Johnny Gat in your party. King tells you that you're going to take his car. Once inside the Mag, King and Johnny have a conversation about how they are going to get into the penthouse. King reveals that Tanya's fashion consultant, Stefan, would know the code, so they should pick him up at Impressions and shake him down. You must drive to Impressions (follow the blue route on the mini map). If King's car is destroyed, the mission is failed. The same is true if either King or Johnny are abandoned or killed.



Once you pull into the blue marker outside of Impressions (1) in Nob Hill, Gat walks into the store with baseball bat in hand and forcibly marches Stefan into the car.



You also gradually receive a police Notoriety level three. Once this happens, cops are all over the place. They try to ram your car and shoot at you. SWAT barricades make the mission that much more difficult. The best tactic for getting Stefan to talk while still keeping him safe is to drive fast on the multi-lane roads. Cut corners to avoid roadblocks, and slam on the brakes and whip the truck around to avoid having cops ride beside you and drill Stefan with bullets.



MAKING STEFAN SQUEAL

When control returns, Benjamin is holding Stefan by his ankle out of the truck window over the road. A "Stefan Fear" meter and a "Stefan Health" meter appear on the HUD. King and Stefan briefly exchange words, and then the Interrogation begins.



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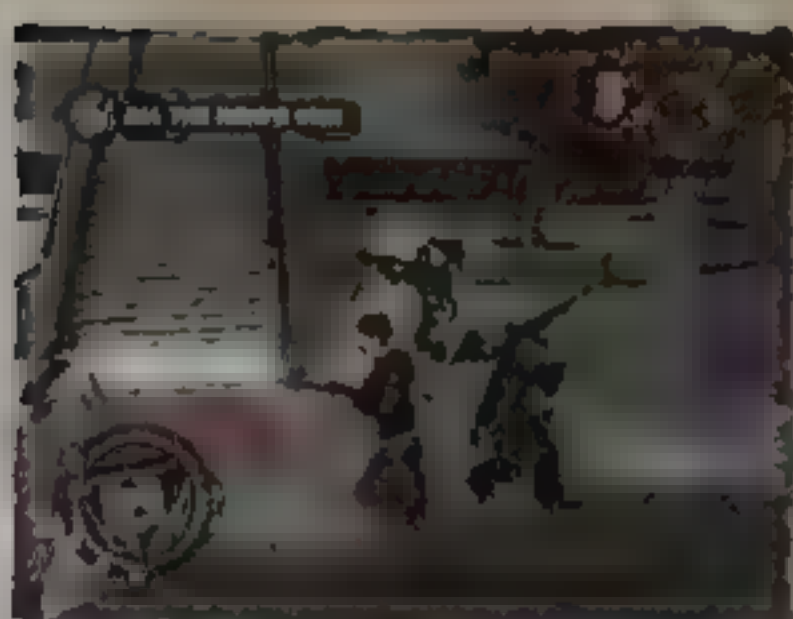
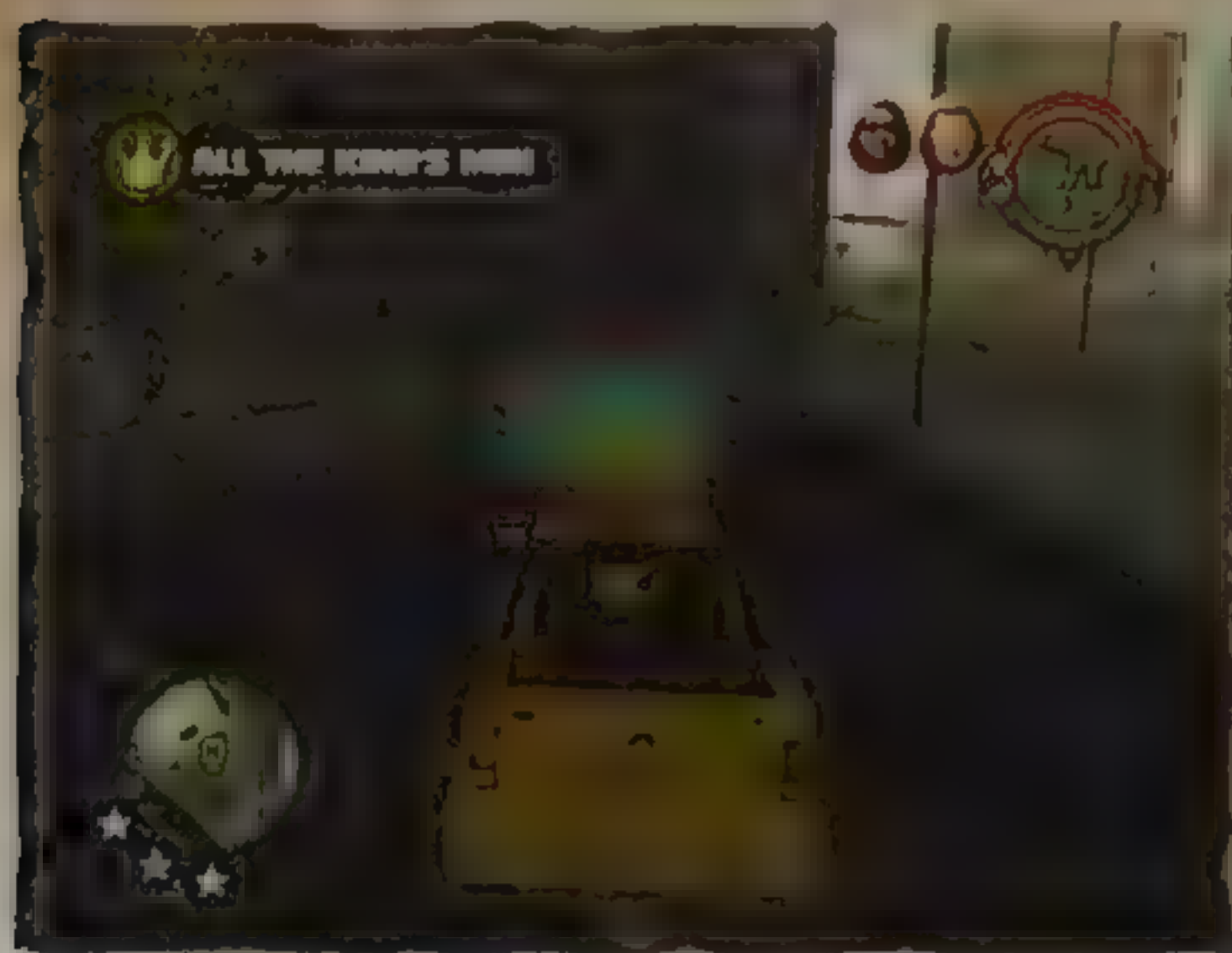
When the Fear meter maxes out, Stefan gives in and reveals Tanya's elevator code. At this point, King drops the snitch and you receive the next objective. You can drive to the penthouse to continue the mission. Follow the blue route on the mini map to Tanya's penthouse in Adept Way. The police Notoriety remains at level three. Avoid confrontation, which can only make matters worse. You can also visit a Forgive and Forget to lose the Notoriety completely.

Whenever you drive fast, Stefan's Fear meter begins to fill. If you ram into an object hard enough, Stefan takes damage. If you fill up the Fear meter entirely, Stefan breaks and reveals the code to the penthouse (which appears on the mini map) and Ben lets him go. If, however, Stefan dies before the interrogation is complete, the mission is failed.



THE PENTHOUSE

Park King's truck in front of the penthouse in the blue marker (2). The trio then enters the building and must fight several Vice Kings in the lobby (all of which are indicated on the mini map). In order to proceed to the next part of the mission, all VKs in the lobby need to be killed.



Start off using a submachine gun with short blasts to increase accuracy. Clear the lower floor, then switch to the shotgun and move up the stairs to clear the balcony level. After all opposing Vice Kings have been killed, the elevator doors open and three more Vice Kings emerge. Waste them, then step into the blue marker in front of the elevator doors to trigger a cinematic.

FIND TANYA

Gat and King are on the top floor of the building. You must fight your way to the boardroom through cramped offices. Keep an eye on the mini map for red blips so you won't be surprised by enemies hiding within the cubicles. Avoid going up the spiral stairs in the next large hallway. This leads to enemies in a lounge with Molotov cocktails. Enter the next office and clear it out as you did the previous rooms. Once you reach the Vice Kings' boardroom (the blue marker at the final door in the last office), another cinematic plays.



TANYA'S FALL FROM GRACE

Tanya is waiting for the trio in her boardroom. She taunts you, then rises, pulling out a K6. Tanya gets riddled with bullets and crashes through the penthouse window, but still clings to the ledge of the sill. Ben King walks up to the dangling Tanya, who is desperately pleading for her life. King grinds his foot on her hand and sends her crashing down on top of his car. You, Gat, and Benjamin exit the building. As you leave, Johnny invites King to stick with the Saints. King, however, declines and relinquishes the keys to his penthouse.



Diee King



Los Carnales missions

FIRST BLOOD

Inside the church, Dex explains that the Carnales were the first organized gang in the city. They owned the whole town until Benjamin King stood up against them. The Carnales are run by the Lopez brothers and are backed by the largest drug cartel in the world. Dex does not want to blow things by just attacking them the way Johnny would. He wants to first cut off their income and then go after Hector Lopez.



crack down

Objectives:

- ★ Go to the Carnales' drug labs and destroy their equipment.

Unlocks:

- ★ Southern Cross and The Mills neighborhoods. Generates an additional \$400 daily



Los Comadres

CRIPPLE THE CARNALES' DRUG LABS

There are two Carnales drug labs that need to be destroyed (1 & 2). These are indicated on the map as red blips (square if on your level and triangle if above ground level). The closest lab (1) is in Athos Bay. The blue route on the mini map leads you here first.

Shoot the gunmen in front of the building, as well as those visible inside through the open garage from the safety of your vehicle, then get out and enter the garage. Watch out for gangsters driving up behind you during this time.



If you have a shotgun, equip it before entering the backroom. There are two thugs in the back and one just to the left inside the back room. Blow 'em away and then target the lab equipment in the back-left corner; a red arrow above it points you in the right direction. Do not stand too close or you could get caught up in the explosion. Expect resistance as you exit the lab, then return to your vehicle and head for the second lab.



CECIL PARK LAB

The lab (2) at Cecil Park has two entrances, one in the front and another in back. There are some Carnales guarding the exterior and a few pull up in gang cars if you hang outside too long. A pair of thugs are inside the lab, which has two rooms. The back door opens into the lab, and the front door leads into a large room where the two gunmen wait. Shoot the equipment to complete the mission and earn yourself TWO more territories!



the missing shipment

Objectives:

- ★ Hijack the truck.
- ★ Protect Troy while he hotwires the truck.
- ★ Escort the truck to the Garage in Saints Row.

Cash Earned: \$500

DEX AND TROY

Dex and Troy are at the gas station next to Freckle Bitch's, discussing the best way to hijack a Carnales drug truck. Much to Troy's confusion, Dex is more concerned with the safety of the truck itself than the drugs. Ultimately, you and Troy agree to steal the truck for Dex.



TRUCK HIJACKING

Jack a car on the busy street in front of the gas station in Saints Row, near Freckle Bitch's, where you picked up the job. Allow Troy to enter and then follow the blue route on the mini map to the truck (1) parked at the docks in Poseidon Alley. If Troy is abandoned or killed, the mission is failed.



POSEIDON ALLEY

Run over any Carnales (red blips) that you can on your way to the truck, which is parked near the dock's far edge. Troy jumps out and hotwires the truck while you defend him as he works. A Damage meter appears in the top-left corner of the screen.



While Troy is starting the truck, several Carnales attack you and the truck. If the truck is destroyed, the mission is failed.

Los Carnales

Remain in your vehicle as long as it holds out, while popping all the nearby Carnales. More Carnales in trucks show up before Troy gets the truck started. Keep him covered until you get the word that the truck is running.



TRUCK ESCORT

Once Troy is ready, you must escort the Truck (green square blip on mini map) back to Samson's Garage in Saints Row (blue square blip). A circle appears around the truck blip on the mini map. If you fall outside the radius of the circle, Troy stops moving and will not proceed until you get within the radius.



Hop into one of the less-damaged vehicles in the area and follow the truck. Trail closely behind it and fend off the enemy using the truck as a weapon, as well as drive-by techniques to take out the drivers of the attacking vehicle squads. It's likely that your car will not withstand the punishment that this job entails, so be ready to quickly jump into one of the gang cars (or any other vehicle) and catch back up to the truck to continue defending it.



Near the Barrio, the truck takes an unexpected turn onto the train track, then circles back south and completes a lap around the same block. As it passes the tracks a second time (2), it gets back on course and heads northward for Saints Row.

MISSION BEACH

When you reach your own turf, Troy pulls the truck beside Samson's Garage (3) and the job is a success. You are then treated to the following cinematic...



MEET THE LOPEZES

Hector, Victor, Angelo, Miguel, and Luz are lounging in the backyard of Hector's mansion. Angelo strains his relationship with his girlfriend, Luz, when he laughs at a joke made at her expense. As she leaves in a huff, Manuel Orejuela, a member of the Colombian drug cartel sent to watch over the Carnales, starts to hit on her, much to Angelo's displeasure. Angelo is about to say something, but Hector puts him in his place; he doesn't want to upset Manuel. Business is about to continue as usual when Hector gets a phone call about the stolen drug truck. Enraged, he tells Hector and Angelo to tear Saints Row apart.



Saints Row



Objectives:

- ★ Kill all Carnales invaders.

Cash Earned: \$750

PROTECT THE ROW

This job is located at the Saints' church. Initially, a number of Carnales invaders are called out on the mini map. A counter displaying 16 Carnales appears on the HUD. If you leave Saints Row, a timer appears on screen. If it reaches zero, the mission is failed. Kill all the indicated Carnales attackers to complete the mission.

CALM BEFORE THE STORM

You enter the church to find Dex talking on the phone to Samson. He hangs up and is about to tell you his plan with the truck when one of the Saints runs in. At first, Dex is upset about being interrupted, but his anger quickly shifts to concern when he hears that Angelo and Victor are attacking Saints Row. Desperate, he sends you out to protect the area.



It's ideal to have a rocket launcher, as most of the attacking Carnales arrive in gang cars. A rocket to the car saves a lot of time and risk by running and gunning. A sniper rifle is the next weapon of choice; it allows you to hit the distant Carnales without entering harm's way. This is especially helpful when dealing with the Carnales near the freeway.



Enter a vehicle for the safety it provides and to reach the Carnales more quickly. The Carnales are spread far and wide throughout Saints Row, so you'll have to track them down. Follow the red blips on the mini map to find and destroy them all



trojan horse

Objectives:

- ★ Enter the truck in the nearby parking lot.
- ★ Take the truck to the drug factory.
- ★ Kill the Carnales defending the drug factory

Unlocks:

- ★ Pilsen neighborhood. Generates an additional \$200 daily.

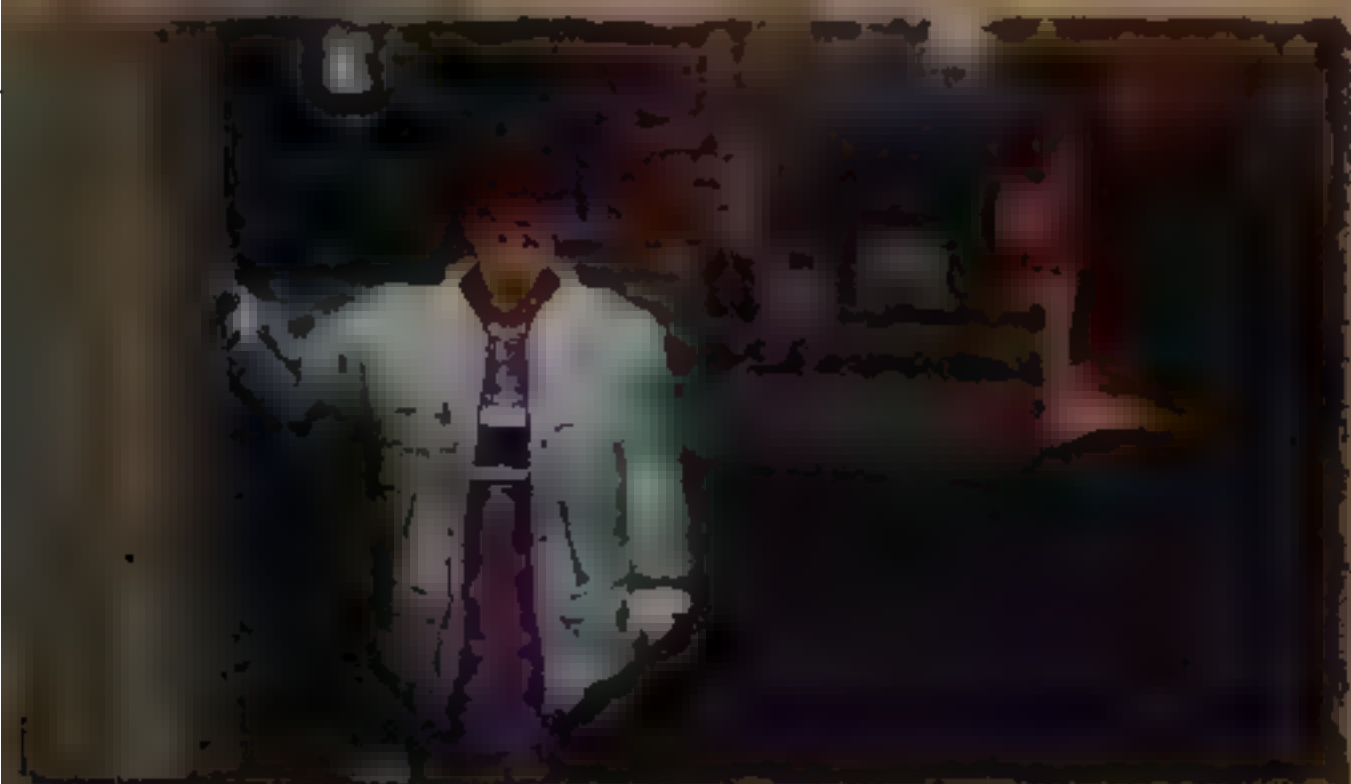


THE CLASSICS NEVER DIE

This job is picked up outside Samson's Garage. Having a sniper rifle in this mission is helpful. Dex meets with you and Troy to discuss his plan for the truck. Now that the Saints know the location of one of the Carnales processing plants, Dex wants you to fill the stolen Carnales truck with Saints and drive the Trojan Horse into it. Once



inside, the Saints are to hop out and take over the place; however, they are instructed to avoid damaging the lab equipment because it's about to become property of the Saints.



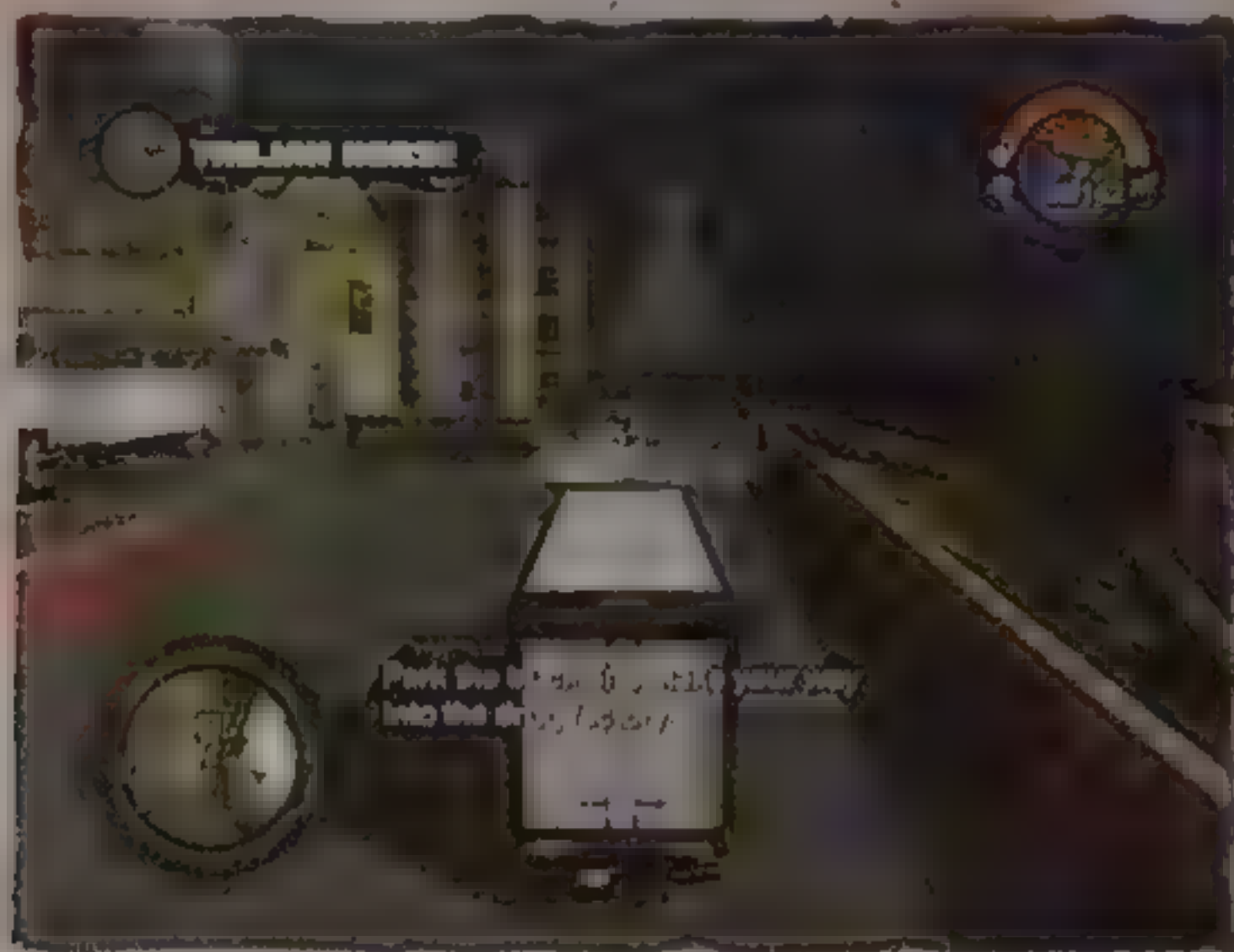
LOAD UP

The drug truck is in a nearby parking lot. Enter it and a brief cinematic plays, showing Saints entering the truck trailer, loading up the Trojan Horse. If you destroy the truck, the mission is failed. Your next objective is to drive the truck to the drug factory. Follow the blue route on the mini map to the plant in Pilsen. Park in the blue marker (1) within the plant's compound



KILL THE CARNALES DEFENDERS

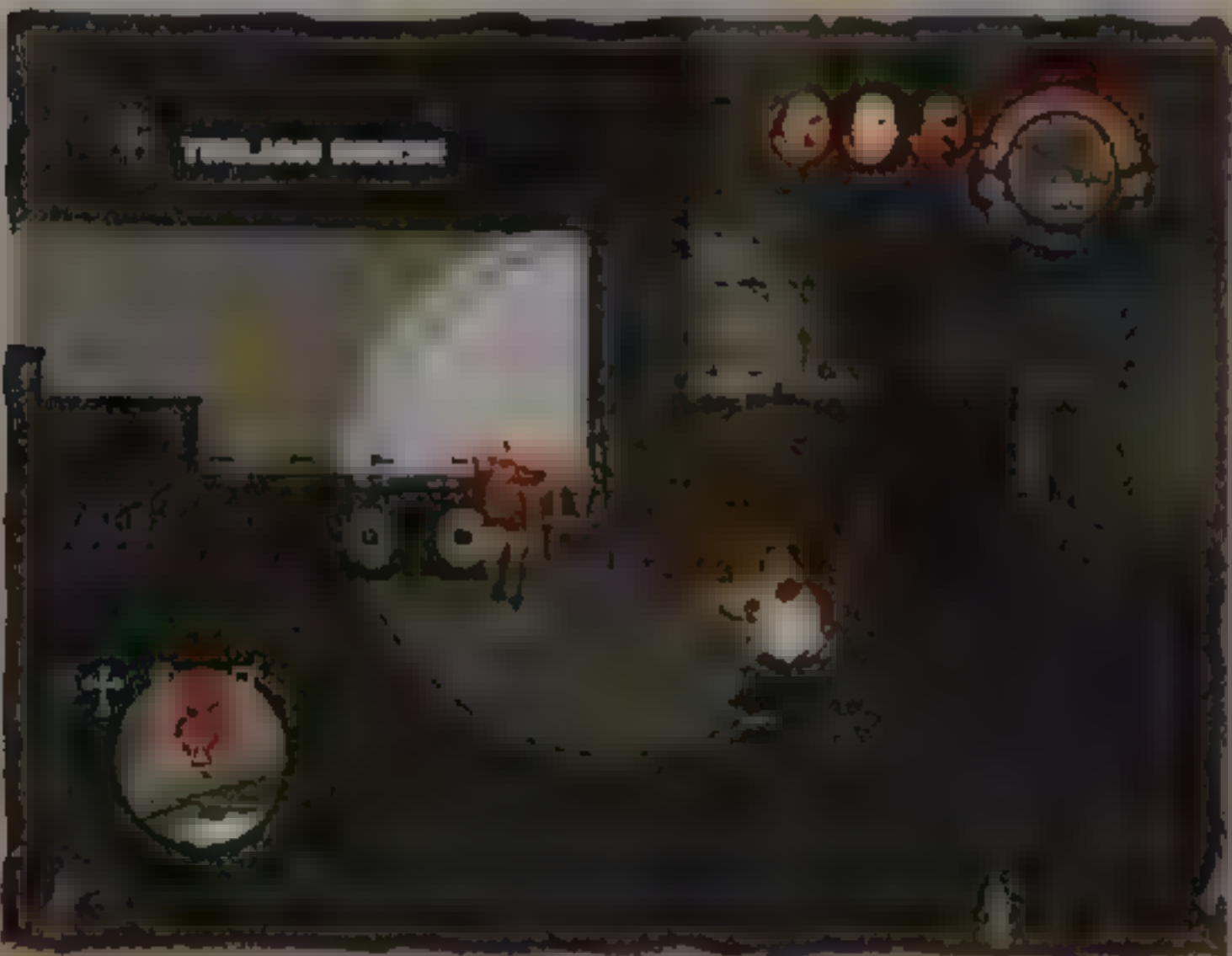
After the Saints hop out of the truck, you must shoot your way through the defenders. Work your way northward through the lot. Keep an eye on the red blips on the map. This will keep you on guard. Enemies hide behind the crates and parked truck trailers, using them for cover.



You can pick them off by shooting them in the legs, which is all you can see from under the trailers. This is when the sniper rifle is most helpful. You can pick off distant Carnales



long before they have a fix on you or your gang. It's particularly ideal for picking off enemies standing on the scaffolding alongside the factory and behind it.



ka-boom!

Try to shoot the barrels at the bottom of the scaffolding for some major damage.

Once you make it past most of the guards outside, a door opens on the east side and eight Carnales thugs appear on your mini map as mission objectives. Enter the large cargo doors to find them in the next room (2). These Carnales have red arrows overhead. Once all eight thugs are dead, the mission is complete and a closing cinematic plays...



EVERYTHING'S UNDER CONTROL

Manuel expresses his displeasure about the drug factory loss to Hector. While Hector tries to smooth things over, Luz and Angelo storm out of the house in a lovers' spat, aggravating the situation further. Hector sends them away and Manuel takes the opportunity to jab Hector one more time before he walks off. Alone, Hector vents his frustration on an empty chair.



McMinnus says hello

Objectives:

- ★ Head to the docks and get a good vantage point of the deal.
- ★ Find a way to get to the rooftop.
- ★ Wait for the deal to start, then kill Hector and his lieutenants.

Unlocks:

- ★ Poseidon Alley neighborhood
Generates an additional \$200 daily.

Factories

Docks

Los Comunes

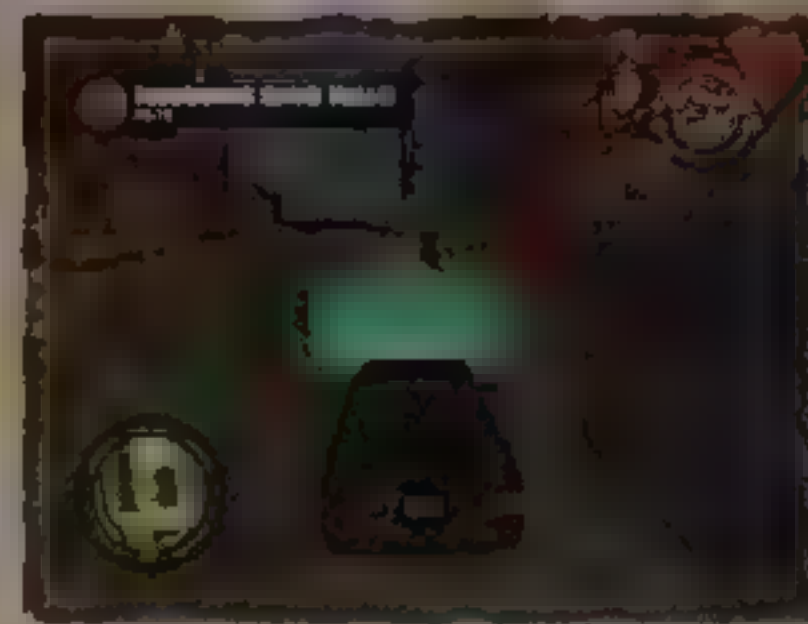
MEET McMANUS

You, Dex, and Troy are shopping for a sniper rifle at Friendly Fire in Harrowgate (this is where you pick up the mission). The sales lady tells you more than you need to know about the McManus sniper rifle. Dex explains that while setting up shop in the Carnales drug lab, they found out that there was going to be a big drug deal with the Colombians at the docks tonight. Dex wants you to assassinate Hector using the McManus at the docks during the meeting, then quickly escape.



ASSASSIN'S LOWDOWN

After the cinematic, a timer counts down from five minutes. You must drive to a building at the docks, as indicated on the mini map. If the counter reaches zero before you arrive in the marker at the top of the destination building, Hector's meeting with the Colombians begins and a new timer on the HUD appears. If that counter reaches zero before you manage to kill Hector, the mission is failed.

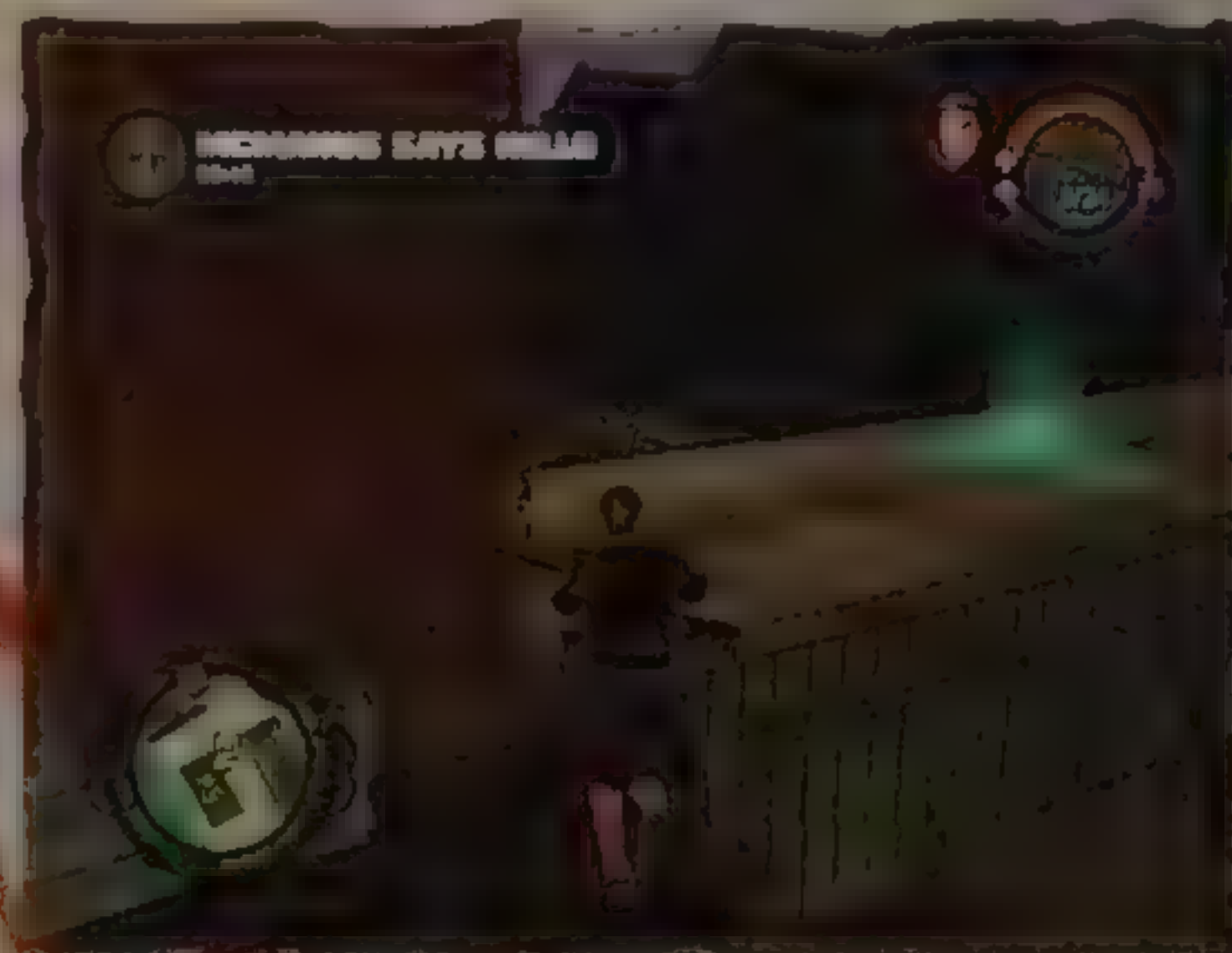


THE ROOFTOP

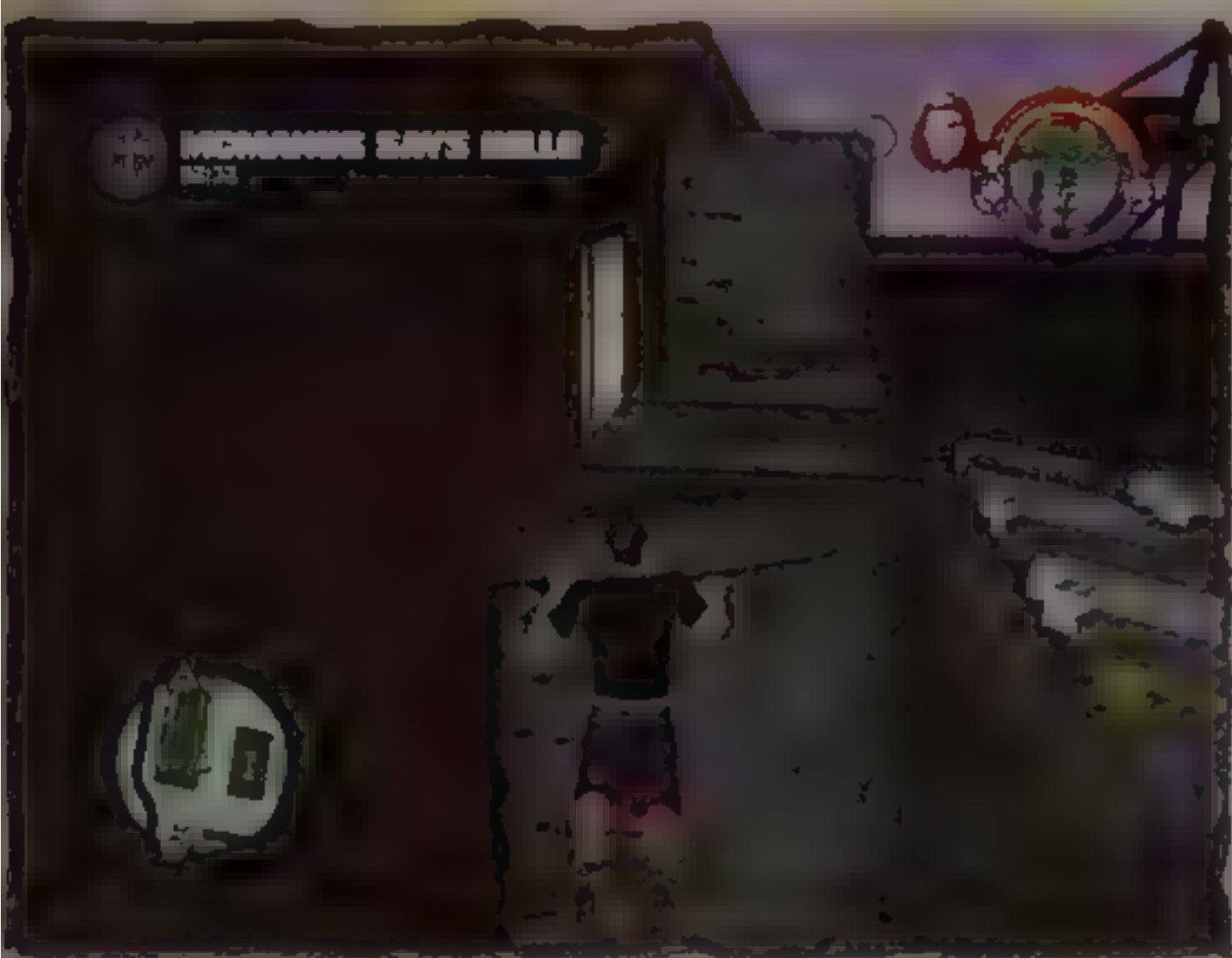
Follow the blue route to the docks in Poseidon Alley, then stop in the blue marker (1) between buildings. Exit the vehicle and head north to the blue triangle on the mini map. You'll find a stack of wooden crates near a storage container under a fire escape. Clamber up the crates and



containing to reach the fire escape, then climb to the top of the building and cross the plank to reach another blue marker on the next narrow rooftop.



Stand beside the painter's scaffolding and jump onto the ductwork on the next building, then follow it to the final rooftop. Move south into the blue marker (2) at the southeast corner.



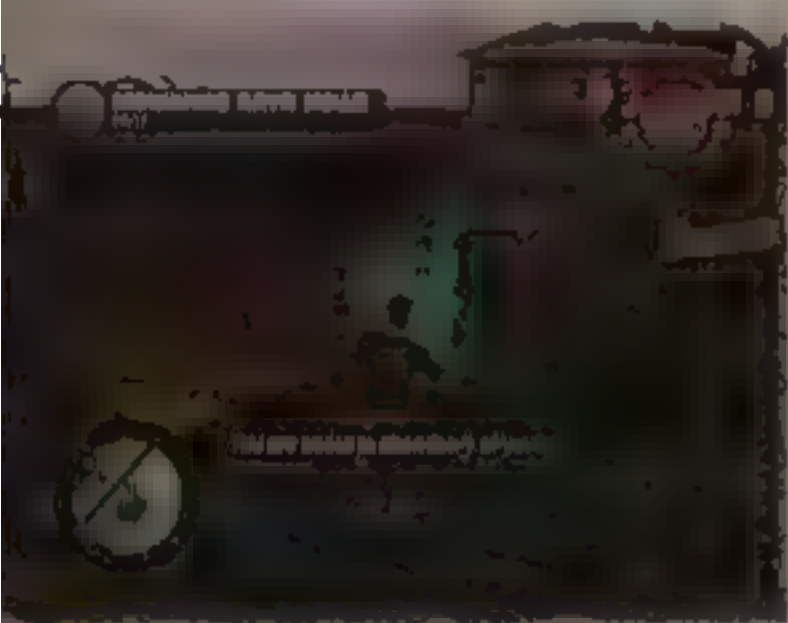
You must eliminate the 11 Carnales members, including Hector. They are indicated on the mini map (as well as with arrows overhead). Many of the targets carry rocket launchers. The best way to protect yourself is to remain upright and walk back toward the apex of the rooftop until you can see just one target at a time. Single out the targets by moving around on the rooftop. The edge of the

roof protects you from rockets. The short wall to the south is also a great place to shoot from behind. Aim for the rocket-launching targets first. Once you kill them all, the mission is completed.



THE ASSASSINATION

Once Hector drives up, a new timer appears on the HUD and counts down from three minutes. You must assassinate Hector before it reaches zero. Look down to the ground as Carnales gang cars arrive. Hector exits his vehicle and moves south toward the meeting location (3).



Wait for him to face the Colombians. Hector is the southernmost Carnales with a red arrow overhead. He's wearing the long red coat.

KILLING THE MOOD

Two police officers discuss the assassination and its possible repercussions as Victor watches from the shadows. Meanwhile, Angelo is enjoying some "quality time" with Luz when he gets a phone call from Victor informing him of Hector's death. Angelo is upset and tells Victor to investigate the Saints; he'll investigate Manuel.



meeting orejuela



Objectives:

- ★ stake out Manuel at the strip club.
- ★ Lose the Carnales.
- ★ Lose Victor and return to the church

Cash Earned: \$1,500

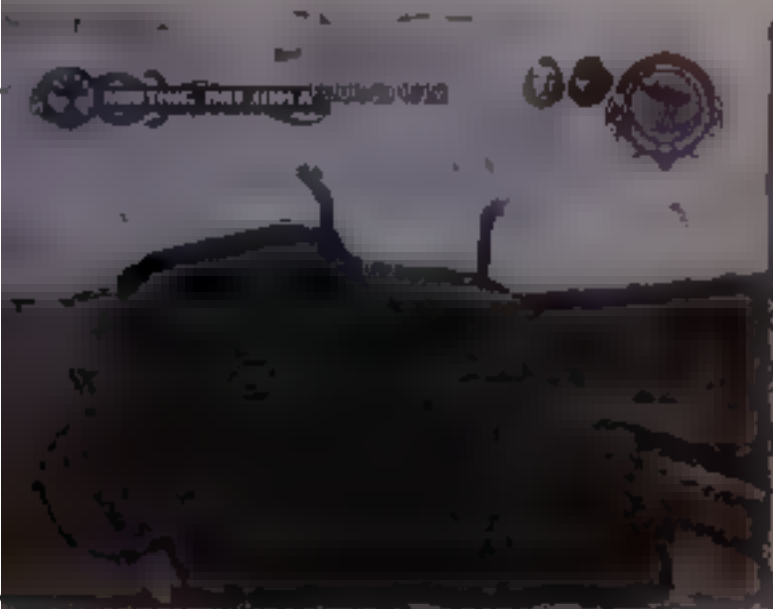
THE COLOMBIAN CONNECTION

Troy informs you and Dex that a Colombian liaison named Manuel Orejuela is in town. Now that Hector is dead, Dex thinks now is the time to get in bed with the Colombians. Dex wants you to take him to a strip club that Manuel frequents.



TRIP TO THE STRIP

In this mission, you must drive to a strip club indicated on the mini map. Dex is in your party, and the mission is failed if he is either abandoned or killed. Find a car big enough to hold three or four people (depending on how many homies you can recruit) and follow the blue route.



A large truck helps with the next stage of this mission. You can find one while on the freeway. Once in the blue marker in the Wardill Airport area, Dex says to sit tight and wait for Manuel.



RETURN TO CHURCH

Victor and others chase you and your Carnales Notoriety is jacked up to level three. You must now evade the Carnales and return to Saints Row (as indicated on the mini map).



Among the Carnales chasing you is Victor, who is driving a military truck that can take a considerable amount of damage.



Don't worry about shooting; let your crew do that. Just concentrate on driving—fast. You can lose most of the Carnales on the freeway. If you're still being pursued when you reach the church in Saints Row, continue speeding around the block until you ditch them. Or, sit in the blue marker at the church and destroy the Carnales cars and gangsters as they approach. Eventually, after the objective is met, the marker where you wait becomes active, and the mission will be completed. You must lose Victor in order to complete the mission.



Strength in numbers

Objectives:

- ★ Defend the church at all costs
- ★ Repel the attackers coming from the south
- ★ Help Julius defend the north side
- ★ Destroy Victor's car and Kill him.

Cash Earned: \$3,000

Saints Row

CHAIN OF COMMAND

At the church, you and Troy watch on as Julius scolds Dex for trying to talk to the Colombians without him. After Julius has asserted his authority, all is well for a moment. However, that brief peace is shattered when the Carnales storm the 3rd Street church.



INVASION

You begin this mission inside the church. The attacking LC members before you are indicated as red dots on the mini map. If Troy, Dex, or Julius is killed during the fight and not revived, the mission is failed.

You also lose if you move too far away from the church. After killing the initial attackers, a second group arrives.

Having grenades or pipe bombs is extremely helpful for this mission, especially during the first attack. Toss some bombs into several areas of the next room to defeat the Carnales seeking cover behind various objects. Once you clear the first group of invaders, a second wave arrives from the south.



SECOND WAVE: GRAVE DANGER

Move through the west room where the first invasion took place and pick up the arsenal of weapons from the fallen Carnales. Follow your party as they exit the nearby door



to the south, located in the same room. The second group of Carnales is spread throughout the church's cemetery. Run and gun through the graveyard, using tombstones as cover. You could also run around the outside perimeter of the cemetery and shoot into the area over the stone wall. However, you need to stay somewhat close to your party to revive them if necessary.

THIRD WAVE: NORTH & SOUTH ATTACK



The third wave of Carnales arrives in gang cars from the north and south streets. Use the cemetery wall as cover and take out the drivers and halt their vehicles, then shoot any occupants.

FOURTH WAVE: NORTH SIDE



Soon you receive a message to help Julius defend the north side. The northwest exterior corner of the church is infested with Carnales. If you have a rocket launcher, use one shell on a car near the group, then target the group. Save a shell or two for the next objective. Switch to the Krukov K6 or submachine gun to pick off survivors.

VICTOR VICTORIOUS

Now you must defeat Victor. The main objective is to stop his vehicle. Find the red square blip on the mini map and equip the rocket launcher. He's driving a red Bulldog. Quickly study his route, then put yourself in his intended path and send a rocket his way. If you don't have a rocket launcher, get in one of the abandoned Carnales vehicles and chase him around, shooting at his vehicle drive-by style. He personally survives any attack made on his vehicle. Victor's health appears on the HUD. He eventually flees the burning Bulldog. He often runs for the inside of the church, almost as if he seeks forgiveness or is looking for some kind of miracle to save himself. Every Saint and party member fires on him, draining his health quickly. Attack Victor and finish him off to complete the mission and end his suffering.

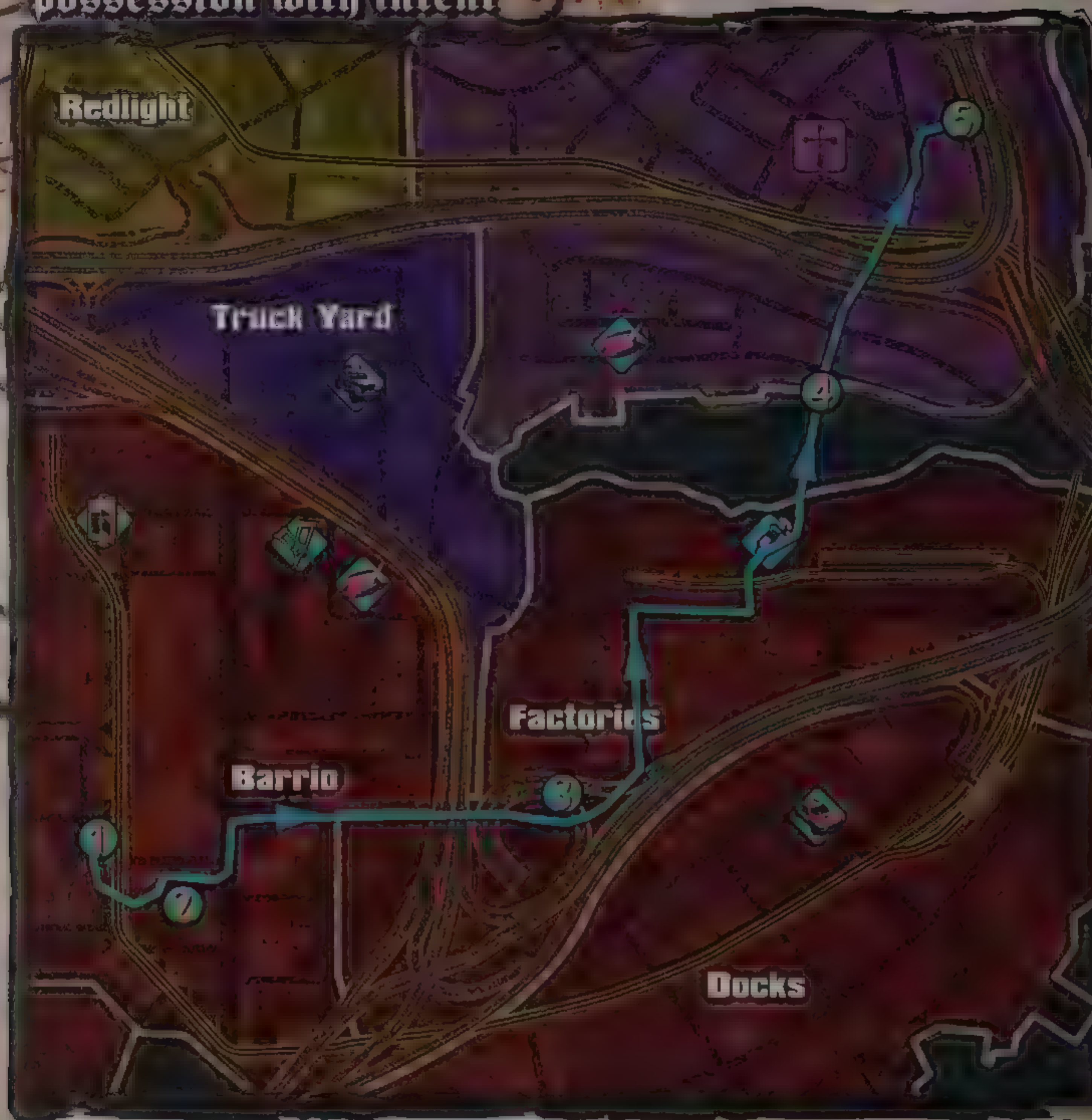


GOT A LIGHT?

Troy lights a cigarette off of Victor's burning body, much to the disgust of all onlookers. Meanwhile, Angelo arms himself and prepares to go out and find Manuel. Luz tries to stop him, saying that he had nothing to do with Hector's death, but Angelo doesn't want to hear it. He slaps Luz and storms off.



possession with intent



Objectives:

- ★ Take the provided car to the garage.
- ★ Pick up the explosives.
- ★ Go to the Barrio Police Station.
- ★ Park the car next to the evidence room.
- ★ Get out of the car and create some distance before it explodes.
- ★ Defend the truck while the Saints are taking the drugs.
- ★ Return the truck to the garage.

Unlocks:

- ★ Encanto neighborhood Generates an additional \$200 daily.

TROY'S SOLUTION

You and Troy wait at the church for Dex, who was meeting with Julius. Dex says that Julius has made a deal with Manuel Orejuela. If the Saints can get the drugs out of the police evidence locker, the Colombians will agree to work exclusively with the Saints. Troy insists that charging into the police station is suicide and offers an alternative. If they blow a hole in a wall of the evidence locker, they can take all the drugs without even having to go inside. Dex agrees and you're sent to load up a car with C4.



EXPLOSIVE DELIVERY



Have a couple nearby Saints join your party before you enter the vehicle (Destiny)—it's in the church driveway with the green arrow overhead. Hop in and you're instructed to load his car up with C4 at

Samson's garage, which is indicated on the mini map as a blue, square blip. Pull into the garage (5).

After exiting it, a Damage meter appears on the screen, as well as a timer counting down from one minute and 45 seconds. If the timer expires or the Damage meter reaches zero, the mission is failed. You must reach the police station (indicated on the mini map as a blue, square blip) and park the vehicle in the blue marker next to the building (1) to complete this stage of the mission.



To reach the distant police station in time and in one piece, drive carefully but swiftly, following the blue route indicated on the mini map. Avoid hitting vehicles or any other objects along the way; you can only get away with a few minor fender-benders.

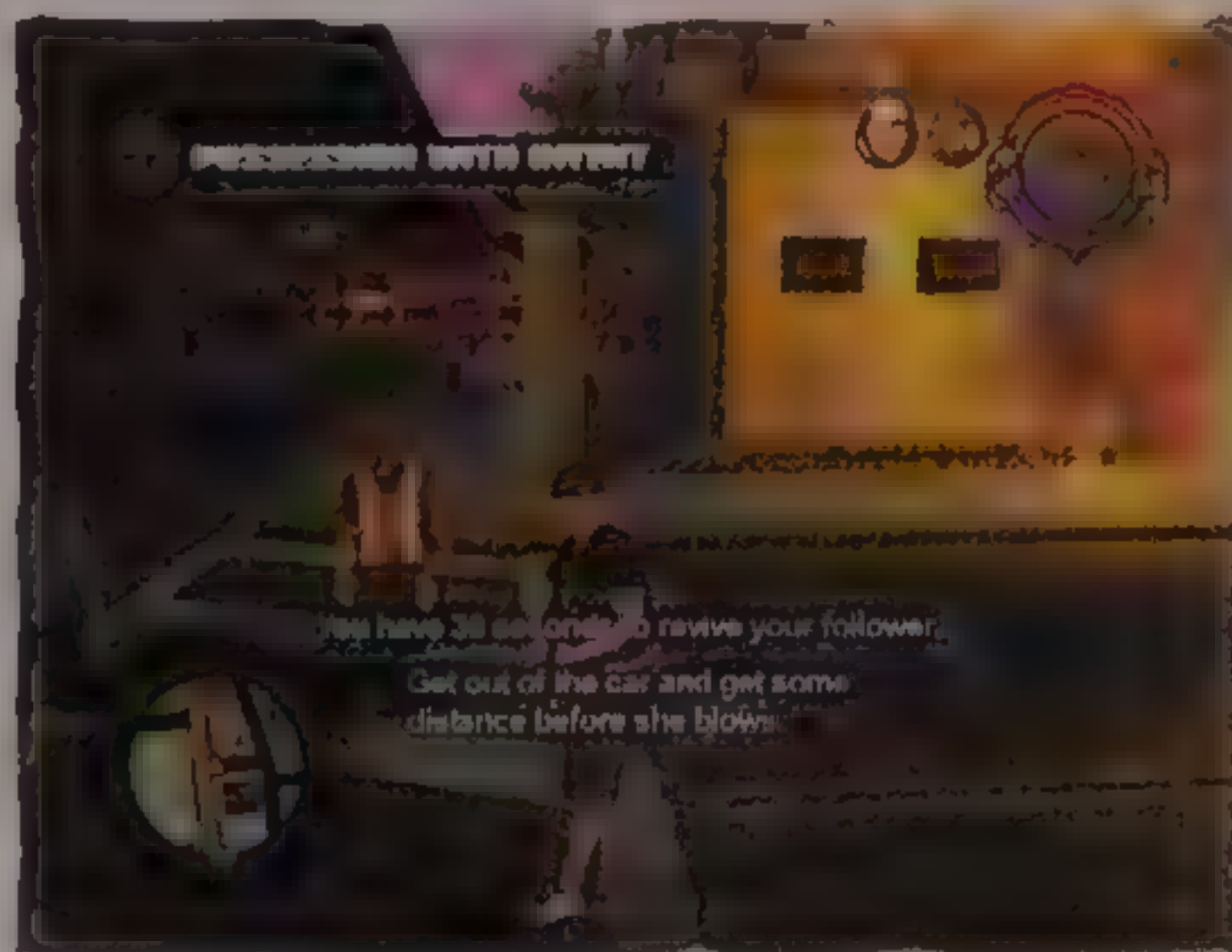
you can only get away with a few minor fender-benders.

PARKING THE EXPLOSIVES

When you reach Encanto and take the final right turn, the blue route disappears as you pass through the blue marker (only on the mini map). The police station (1) is the building on your left with the white pillar and black iron fence. Turn left at the next street and you'll spot the blue marker to the left, next to the police station's exterior wall. The evidence room is behind this wall. The countdown



stops when you pull into the marker, but you must exit the vehicle quickly and run to safety. The car blows within seconds, creating a huge hole in the side of the building.



INTO THE BREACH

A truck pulls up to the hole you created and a team of Saints piles out of the trailer and into the police station through the opening. After the cinematic, a counter appears on the screen and begins to count down from three minutes. Your Police Notoriety is Jacked up to level two. As time ticks away, this level rises. You must survive the police encounters until the counter reaches zero.



THE HOLD OUT

One Saint joins your party as the truck is being loaded. To survive the police attacks while the Saints remove the drugs from the evidence room and load them into the truck, you should be aware of this one important fact: the truck is not the intended target. You are. This is helpful information. For this reason, you can first move away from the truck during the police attacks. You cannot stray too far, though, or you'll abandon the truck and fail the mission if you do not return. You can enter the two nearby intersections, but should not proceed down either street.



Enter the first police car that arrives once the occupants have been wasted. This cruiser offers you protection from bullets. Move the car if cops get close enough to pull you out. Occasionally jump out

of your vehicle to pick up dropped shotguns and pistols. When the timer reaches zero, you receive a new objective.

RETURN THE TRUCK TO THE GARAGE

You must now enter the truck (Mule) and drive it back to the garage in Saints Row (somewhat following the blue route indicated on the mini map). If the truck is destroyed, the mission is failed, so safely drive it into the marker inside Samson's garage to complete the mission.



The difficulty of this objective is obvious: you have the highest Police Notoriety level possible and you must deliver the (slow moving) truck clear across town without damaging it out.

Pursuing cops are shooting at you. SWAT roadblocks stand in your way and SWAT teams are firing machine guns in your direction. Oh, and did we mention the helicopter raining down bullets from above?



easy way out

If you'd rather avoid the ensuing chase sequence entirely, then just visit a Forgive and Forget.

OFF-ROUTE TIP

A great deal of damage to the truck can be avoided in the initial escape route. Instead of turning right out of the police station as the blue route suggests, turn left and left again at the first intersection to move counterclockwise around the station. Turn left (east) into the police parking lot (2) and drive through the alley across the street. Turn left of the tree in the alley to align for the next path between buildings (there's a hidden Music CD in this alley).



When you reach the next street, turn left and then follow the blue route on the mini map. Drive on the sidewalks or grass to avoid the SWAT trucks and their spike strips. Run over the SWAT teams to stop their attacks.

As you pass under the Black Bottom overpass, head left off-road (3) through the trees, avoiding road columns to cut the next corner. Continue to follow the blue path while dodging SWAT roadblocks and, at all costs, avoid smashing into oncoming vehicles. Crossing the bridge is a challenge. To avoid the pillars at the far end of the bridge (4), cut hard back to the middle of the road.



SAMSON'S GARAGE

When you reach the blue blip on the mini map (5), veer right through the parking lot and into Samson's garage; the door opens upon approach. Once you're in the blue marker, the mission is a success.



COURTING THE COLOMBIANS

Julius and Manuel are shaking on their new partnership when Angelo busts into the room with guns blazing. You and Dex return fire, but Angelo escapes. You're about to charge after him, but Manuel stops you and provides an address, saying you can find Angelo at his house with his woman. He wants you to do this as an act of good faith, and only asks that you do not kill the Senorita



Los Comanches

house call

Objectives:

- ★ Go to Angelo's mansion.
- ★ Find and Kill Angelo.
- ★ Protect Dex's car

Unlocks:

- ★ Ezpata neighborhood. Generates an additional \$200 daily.

This mission is picked up outside the Saints' church. Dex exits the church and joins your party. Angelo's mansion appears on the mini map as a blue triangle blip. If Dex dies, the mission is over. Recruit two more homies to bring along to the mansion and make sure you are adequately strapped for a big shootout.



HOME INVASION

Follow the blue route on the mini map into the Ezpata gated compound that is Angelo's mansion. When you reach the front of the estate, your new objective is to find and kill Angelo. Several Carnales goons are indicated on the mini map as red blips. Stay in your vehicle long enough to defeat them all on the exterior of the mansion (not including those in the backyard pool area behind the wall).



You must shoot your way into the house to get to Angelo. If you sneak around to the back of the house, Angelo appears on the balcony with a red arrow overhead. He uses a sniper rifle and grenades to attack you, so he's invulnerable during this portion of the mission. You must get inside.



Equip the Krukov K6 and go in through the back door near the pool. Remain outside, firing into the house until all the Carnales inside the room are dead or too hard to kill from outside. Equip the shotgun, then run into the house and through the hallways, clearing the main floor of enemies.



SECOND FLOOR

Run up the stairs, blow away the gangster at the top, and head right to follow the hallway that leads to Angelo's bedroom. On the second floor, Angelo appears as a red, square blip on the mini map. Push open the exterior doors



inside his spacious bedroom to access the balcony where he's located. There are Carnales to the left and right of the doorway as you enter the balcony. Keep moving to avoid the ambush, then gun 'em down and proceed to the end of the balcony. As you reach the room at the far end, a cinematic segues you into the second part of the mission.

...LIVES TO FIGHT ANOTHER DAY

Angelo tries to shoot you, but experiences a gun jam. Desperate, he throws his weapon at you and dives out the window. You give chase as Dex sprints out of the room. Angelo ducks into a garage and speeds away in his sports car. As you watch in frustration, Dex pulls up in a Los Carnales gang car and tells you to hop in.



PROTECT DEX'S CAR

Following the cinematic, you're riding shotgun as Dex drives the Carnales gang car. The Gang Notoriety is jacked up to level four and a health bar for Dex's car appears on the HUD. You must keep the car from being destroyed.



Target the attacking Carnales gang cars (red blips on mini map). You also have unlimited Krukov K6 ammo for shooting at targets closer to your vehicle. Surviving the attack for a couple minutes sends you into the mission completion cinematic.



TAKING IT TO THE EDGE

Dex is hot on Angelo's tail, but Angelo escapes by hopping the raising drawbridge. Dex is frustrated, but isn't too concerned—Angelo can't hide forever.



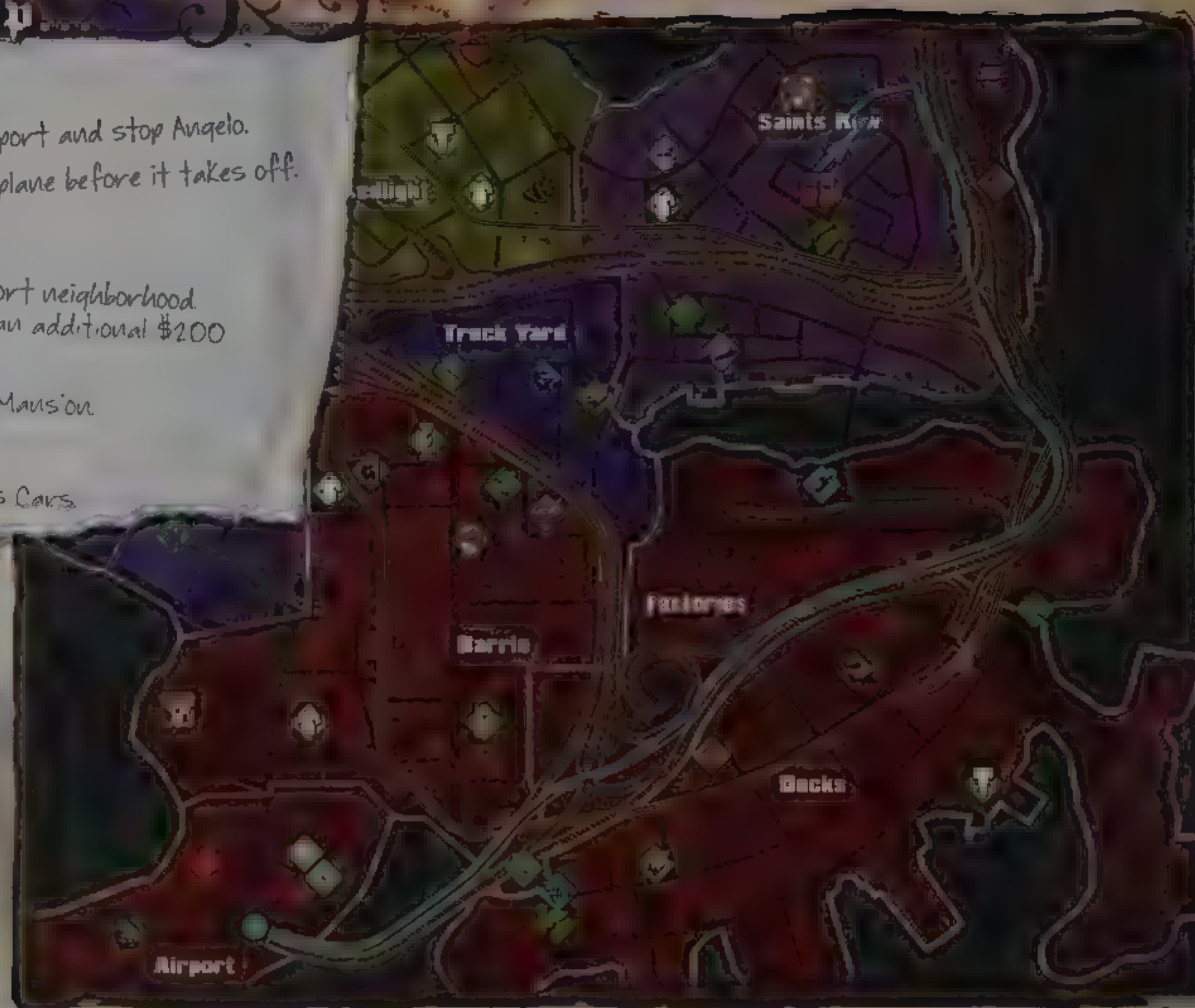
what goes up...

Objectives

- ★ Go to the airport and stop Angelo.
- ★ Destroy the plane before it takes off.

Unlocks:

- ★ Wardill Airport neighborhood
Generates an additional \$200 daily
- ★ Crib Lopez Mansion
- ★ Dex's Car
- ★ Los Carnales Cars



DINNER'S CANCELED

When you take this mission, Dex pulls up just as you're about to go get something to eat. He urgently tells you that some of Troy's contacts have spotted Angelo at the airport getting ready



If the timer expires, Dex is abandoned or killed, or Dex's car is destroyed, the mission is failed. You must reach the airport gates in time to advance to the next stage of the mission. Drive fast, but carefully; the more damage you take on the way, the less likely you'll survive a rocket attack later on. Follow the blue GPS route to



FLY TO THE AIRPORT

This mission is picked up outside the liquor store across from the Saint's church. A counter appears on the screen and begins to count down from two minutes and 30 seconds. The gates to the airport are indicated on the



mini map as a square, blue blip (1). You must drive Dex in his fancy Raycaster sports car to the airport before the counter reaches zero.



DESTROY THE PLANE

Once you're close to the plane, you must destroy it before it takes off. If the craft manages to get in the air, the mission is failed. You must deal enough damage so that the plane explodes. The key to this is hitting it with well-aimed rockets. Three hits from the RPG will do the trick.

MAPPING OUT YOUR STRATEGY

As you enter the airport, a single Carnales gang car (a) whizzes by you and turns around to attack. Hit it with an RPG before it gets too close. A second gang car performs the same maneuver as you reach the next road (b). Handle it the same as the last.



If either of these vehicles continues to pursue you to the south side of the airport, gang cars (c & d) do not appear. Weigh the advantages of this as you plan your strategy; having gang cars with their guns ride closely beside you may serve better as cover from RPGs (2). Better to take bullet damage than rocket damage.



TIME TO GO

A cinematic plays if you make the blue marker in time. Angelo sees you and Dex crashing the gates and scurries aboard the plane to take off without waiting for his girl, Luz.



GO TIME

Airport



You're now riding shotgun and a health bar for Angelo's plane appears on screen. You must defend Dex's car as he makes a path toward the plane (which begins to taxi). Use the rocket launcher with unlimited ammo to take out the pursuing Carnales gang cars tailing you. Save the Krukov K6 with unlimited ammo for shooting the ones that get too close.

You must keep Dex's car in good shape to reach the tarmac. The rockets are your biggest threat in this mission. A couple of hits from them will damage out your vehicle and you'll fail the mission.

explosive advice

All four Carnales gunmen have explosive barrels behind them, so you can also try to take them out with your K6.



The hardest part of this mission is surviving the RPG attacks. There are four Carnales foot soldiers with these powerful weapons. We have indicated them on our map as small, red dots. You meet the first two on your way to the south side of the airport the first time (2). This pair sticks close together; one on the rooftop corner and the other on the ground. Take at least one of them out on your first approach. Using the Krukov K6 gives you more than a one-round shot at 'em—one shot is all you have time for if you're using the RPG.



The third RPG threat is a Carnales standing on the top of the shipping container. He's to the right when you make your first jump (over the fence) as you approach the north side of the airport (3). There's a good chance you can blast



this guy with a rocket. You should also swivel around and face south to get the first shot opportunity at Angelo's airplane just before or as you're launching off the first ramp.



When you circle around the corner (3), the final gang car enters the picture (e). Rocket him as you make the turn. Your second shot opportunity on the airplane occurs as you round this corner and the plane turns to approach the tarmac.



The fourth RPG-wielding Carnales stands on the corner of the rooftop (4) where you land after the second ramp. Notice the hidden Music CD on the apex of the rooftop. Shoot a rocket at the corner of the building and take this thug out, then exit the rooftop and head back east toward the tarmac to pursue the plane.



Pass by whoever remains from the two-man rocket team (2). This is why it's important to take out at least one of them the first time through. If you make it past this point, you're doing great. You just need to hit the plane three times with the rocket launcher and it's all over for Angelo.



FASHION FAUX PAS

You and Dex look at the burning wreckage of Angelo's plane. As Dex comments on your success, you're interrupted by Luz, who drives up looking for Angelo. You and Dex give Luz a hard time, but eventually let her go so she can find Manuel. Dex congratulates you and tells you to take Angelo's car.





westside rollerz missions

JUST A GIRL

Lin's first mission is picked up at the coliseum in Ultor Dome. As revealed in a previous cinematic, Lin has successfully planted herself in the Rollerz organization and is acting as a spy for the Saints. Her first bit of info is that a shipment of high performance vehicles is arriving in town today. She wants you to hijack the truck carrying the vehicles. Samson will rig the cars with C4 surprises



Stacking the deck



Objectives:

- ★ Get a car and intercept the truck.
- ★ Damage the truck until it pulls over.
- ★ Drive the truck to the garage.

Cash Earned: \$500

JACK THE TRUCK



Recruiting a homie for this mission is helpful for fending off enemies after jacking the truck. Follow the blue route to the freeway where the truck, which appears as a green triangle on the radar, is on its way to

making the delivery. The condition of the cab is indicated on the top HUD. If the orange bar completely drains, the truck stops and you are able to hijack it.

There are a few Rollerz in gang cars acting as a moving line of defense for the transport truck. The quickest and easiest way to take the truck is to dump two full rounds of SMG fire into the cab and ram it a couple of times.



Once the truck stops, jump into the driver's seat, wait for your homie to enter, and then take off. Follow the blue route on the radar to the blue triangle in Mission Beach. Along the way, Rollerz will try to stop you with their puny cars and bullets. Run them into the side of other vehicles on the freeway, smashing them into the side rails. Try to avoid exploding too many cars as they can collectively damage your own ride



The blue triangle destination is at the bottom of a Mission Beach off-ramp; you don't need to drive all the way to the bomb shop. Once you pass through the blue marker, the mission is a success.



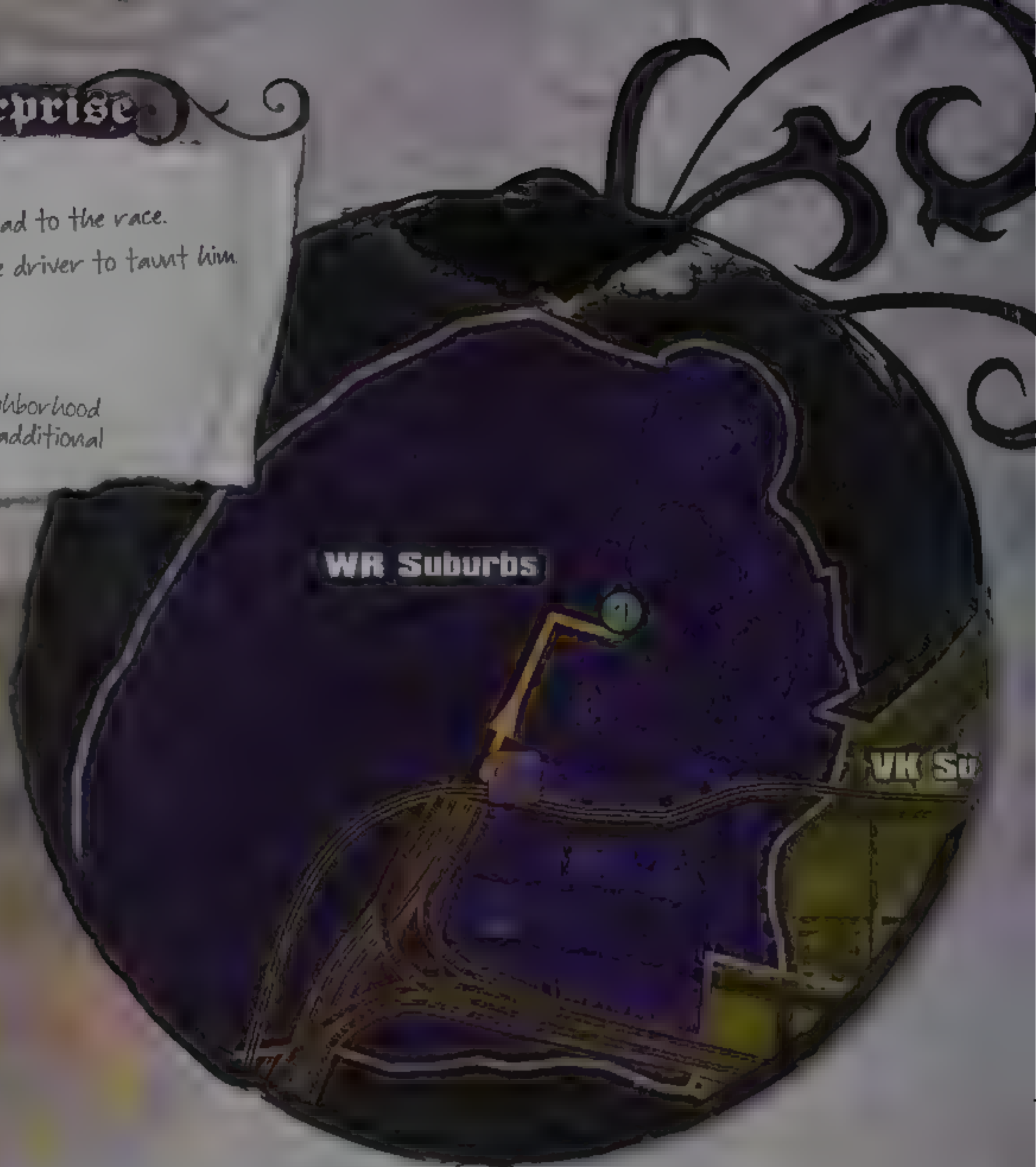
Samson's Surprise

Objectives:

- ★ Get a car and head to the race.
- ★ Stay close to the driver to taunt him.

Unlocks:

- ★ Chinatown neighborhood
Generates an additional
\$200 daily



TURNING ON THE HEAT

Lin pulls you into the club and begins dancing to appear inconspicuous. As you join her in the groove, Lin informs you that Samson has rigged the Rollerz' cars with explosives that detonate once the engine gets hot enough. Lin wants you to race the Rollerz, thinking that when you're in the lead, the Rollerz will hit the NOS to win the race...and once they do that, the bombs will explode. Lin then stops dancing and wishes you good luck.



TO THE RACES

This job is picked up outside the Glitz nightclub in the Suburbs area. Troy shows up at the nightclub and joins your party. You must drive him to the race location. If you don't have a fast car ready, enter the tuned up Zircon outside the club. Follow the blue blip on the mini map to the starting line a few blocks away.



THE RACE

As the race begins, the Rollerz start to talk some smack and your Taunt meter appears on the HUD. You need to destroy all three opposing racers by driving close to them. As you do this, Troy starts taunting them back and your Taunt meter begins to fill.



Once a racer's Taunt meter is filled, he gets mad and hits the NOS to pass you. As he speeds by you, his car explodes. You must kill all three racers in this fashion,



unless an enemy car helps you out and blows up as a result of normal damage. If the race ends or your car is destroyed, before all three Rollerz are killed, the mission is failed.



Inside the Rollerz

guardian angel

Objectives:

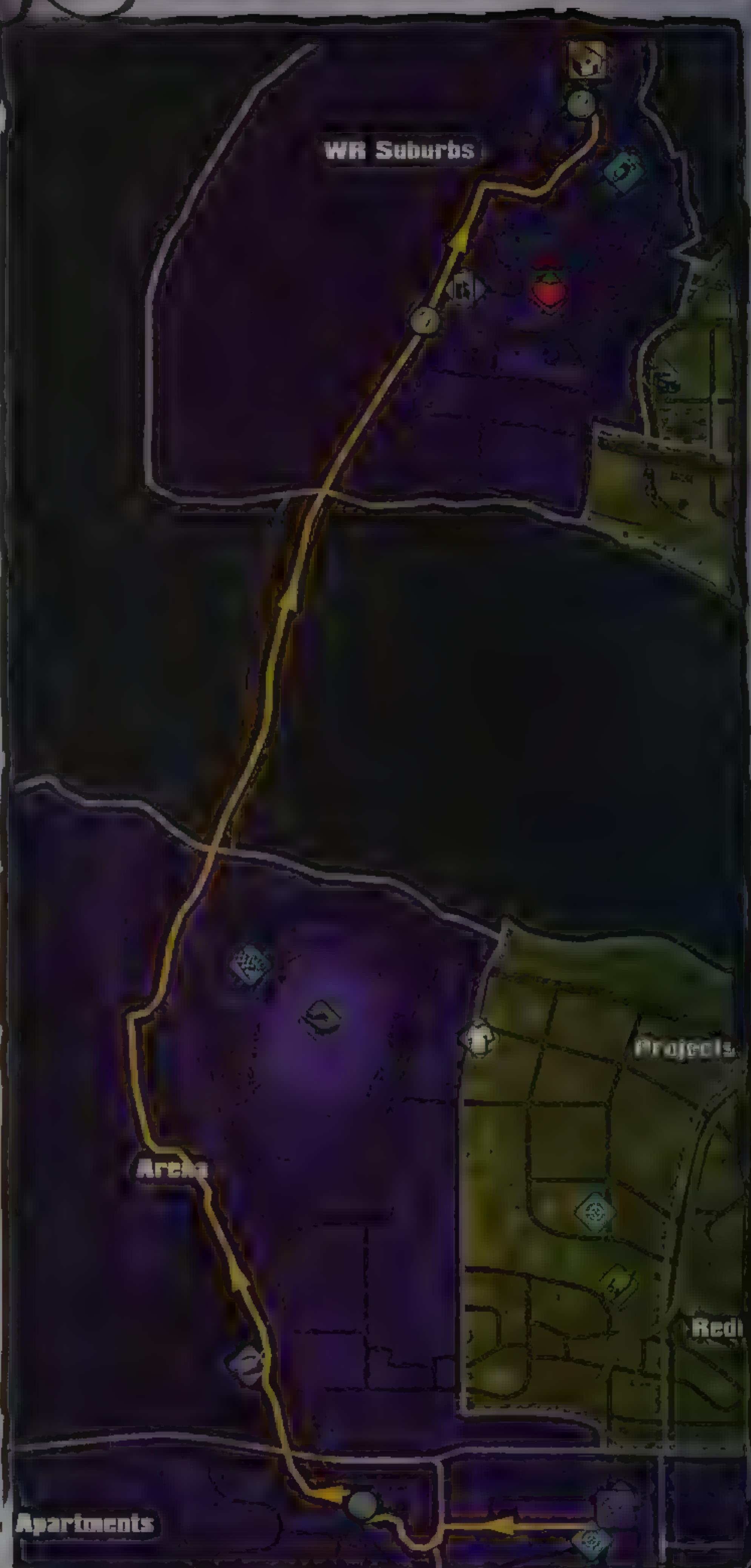
- ★ Go to Donnie's shop
- ★ Find and scare Donnie
- ★ Kill Donnie's bodyguards to make him run
- ★ Chase Lin to the suburbs. Don't kill them.
- ★ Let them get away

Unlocks:

- ★ Somerset neighborhood
Generates an additional \$200 daily

UNDERCOVER

You enter the teahouse as Lin dismisses a would-be paramour. You sit down next to her and listen to her plan. Evidently, the person in charge of the Rollerz is a man named Joseph Price, but the only thing she knows about him is that he's friends with a mechanic named Donnie. Lin wants you to attack Donnie's shop; then, right when Donnie is in trouble, Lin will show up and save the day, thus ingratiating herself with Donnie and Price.



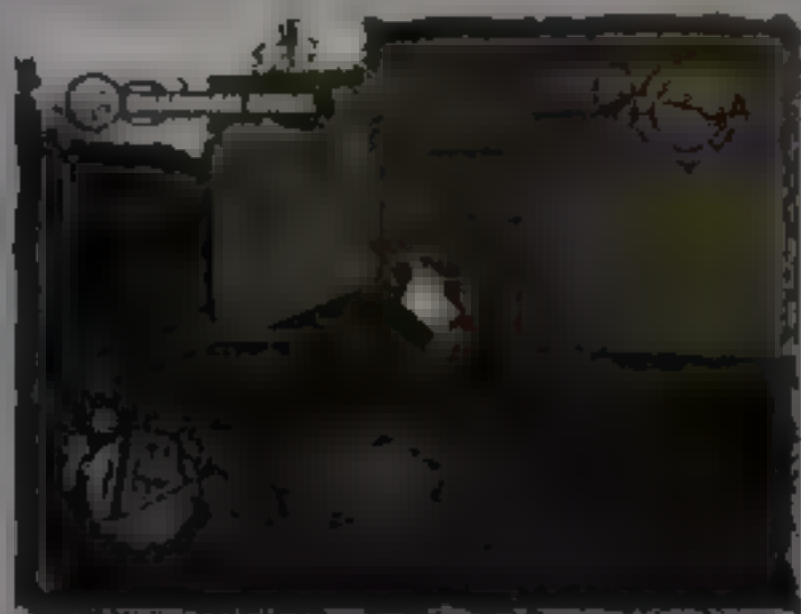
DONNIE'S SHOP

Get a car and follow the blue route on the mini map to Donnie's shop (1) in Sommerset. You'll find a group of Rollerz on the corner near the chop shop. Kill them—a grenade or rocket launcher shell to the nearby gang car does the trick. Head to the north end of the parking lot and find the opening in the white brick wall enclosure.



SCARE DONNIE

As you approach this gap in the wall, you receive a text message to scare Donnie, who appears on the mini map as a green, square blip. Shoot his thugs and enter the shop. As you step into the garage, a couple of Rollerz spill into the room through a doorway in the back-left corner. You can use the vehicle lift pit as a makeshift foxhole. Kill them and then enter the hallway through that same door. As you do this, two more Rollerz appear from the next room. Spray shotgun pellets at them, then enter the locker room.



THE SLEEPER

Donnie bursts out of the back of his chop shop with you in hot pursuit. Lin pulls up to the blind alley and draws a gun. Yelling at Donnie to get down, she opens fire on you. As you dive for cover, Donnie slides over the hood of Lin's car and jumps in. Lin drives off and leaves you behind.

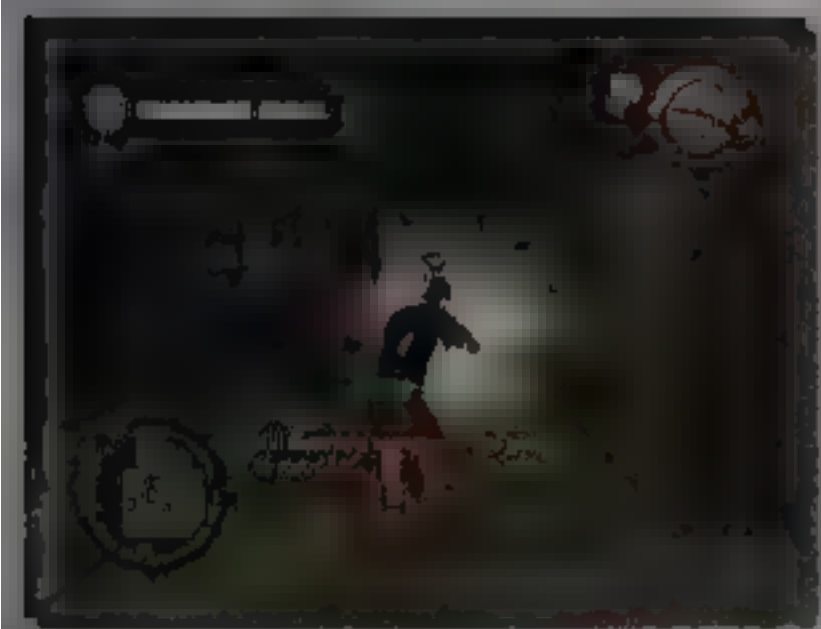


THE PSEUDO CHASE

You must now chase Lin and Donnie. There's a large circle surrounding Lin's car on the mini map. Stay within that area while chasing her deeper into Rollerz territory. If you leave the circle, a timer appears on the HUD and begins counting down from 30 seconds. If it reaches zero, the mission is failed. To succeed, you must follow Lin into the Rollerz suburbs (2) to make her look good. Then, you can let them go. In other words... leave. Drive away. They are headed for Sharp's mansion (3). Don't follow them into his neighborhood. As you head for home, the mission is completed.



KILL DONNIE'S BODYGUARDS



Donnie's bodyguards appear on the mini map as red, square blips. Enter the locker room and start shooting. They usually advance on you from the connecting room where Donnie

is located, but they sometimes stay in there to protect him. Just make sure not to shoot Donnie (the one with the green arrow overhead). Once both guards are down, Donnie runs.



escort service



Objectives:

- ★ Stop the Rollerz from hitting the convoy.
- ★ Protect the three trucks from the Rollerz.

Cash Earned: \$1,500

This mission is picked up from the suburban house in Misty Lane. Make sure you're well-stocked on ammo for a submachine gun or anything of a higher caliber, such as a Krukov K6, AR-40, or Rocket Launcher. Step into the marker outside the window of Sharp's home to peek into the window and begin the mission.



MEET UNCLE WILL

You sneak up to Sharp's mansion and listen in on their conversation. Donnie introduces Lin to Sharp and Price. Sharp is concerned that Donnie brought a complete stranger to him, but Price is much more welcoming (although a rude comment gets him slapped). The meeting is cut short when Sharp reminds Price he "has a meeting to attend." As Price leaves, Donnie asks Sharp if Price was going to hijack a convoy. Sharp is annoyed at Donnie's indiscretion with a stranger present and leaves the room.



CONVOY PROTECTION

A timer appears on the HUD and begins to count down from two minutes as soon as you enter a vehicle. You must reach the first truck (indicated on the mini map as a green triangle) before the timer reaches zero to continue to the stage of the mission. If you don't make it in time, the mission is failed.



Once you're near the truck, begin escorting it to its destination. Rollerz in gang cars approach and attack the truck as you do this. You must kill these enemies (as indicated on the mini map) and ensure the truck makes its route safely.



If the Rollerz hijack the truck, the driver of the truck is killed, the truck is destroyed, or the driver flees his vehicle, the mission is failed. The truck must reach its destination for the mission to continue. There are three trucks in all to protect.

FIRST TRUCK

A good trick to defending the first truck is to find a very durable vehicle—a trash truck does nicely and is usually easy to find in the suburbs. Turn left under the raised train track (half a block north of the truck's starting location) and steer toward the left sidewalk. Put your car under the substation steps and the columns (1). The two Rollerz vehicles drive under the station platform. Begin shooting at them drive-by style as they try to pass you. If you're lucky or skilled, you can stop the two vehicles here and be done with the first stage.

SECOND TRUCK

You have three minutes to follow the blue route to the second truck near the Ultor Dome. As soon as you're close enough to the truck (2) to stop the HUD timer, whip the car around, heading back south. Meet the Rollerz gang car advancing from the south around the Ultor Dome head on. After defeating this vehicle, two more Rollerz vehicles attack the truck when it reaches the east side of the Ultor Dome. Fill them full of submachine gun bullets. If you have a large vehicle, ramming them a couple of times does the trick.

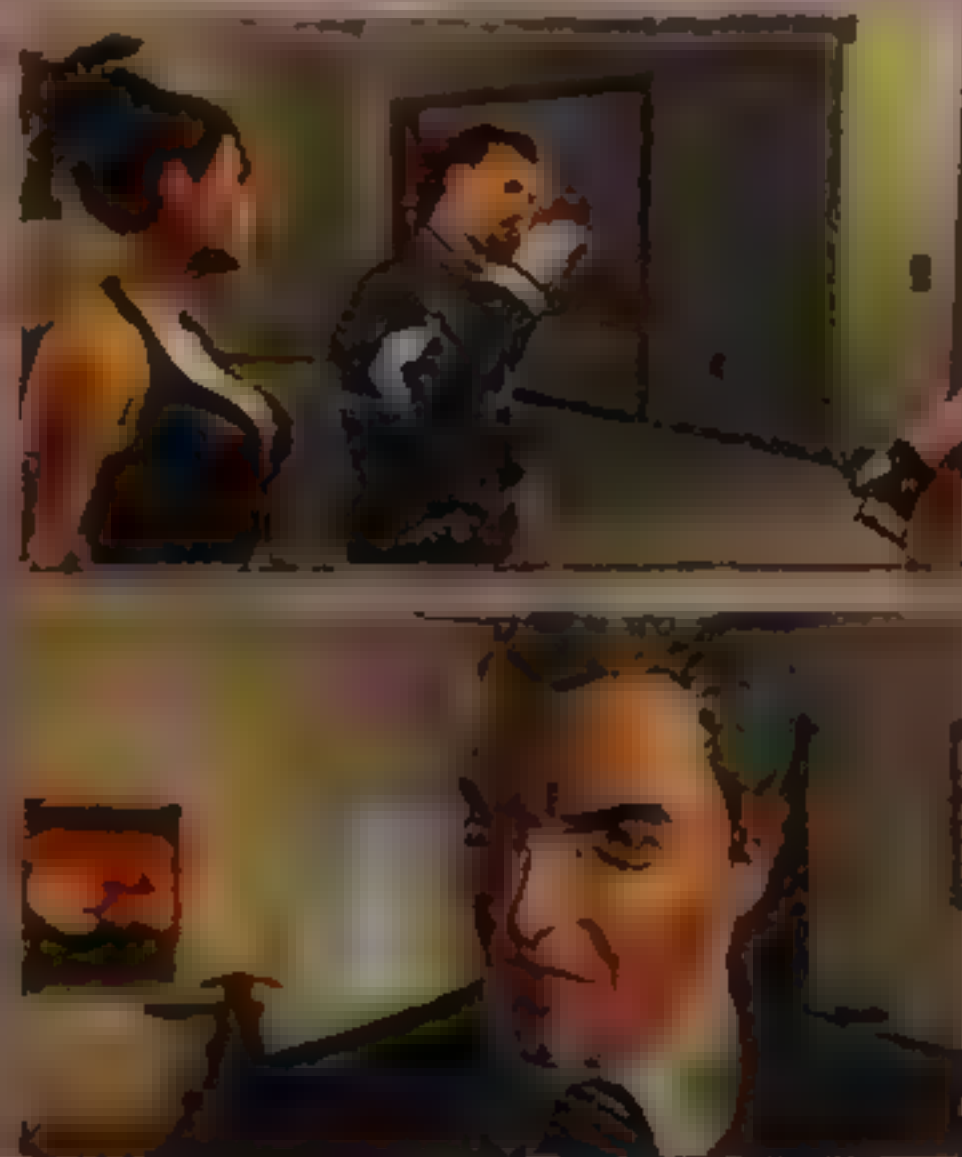
THIRD TRUCK

You have three minutes to make it from the Ultor Dome, following the blue route to third truck in Sommerset (3). This truck is attacked by three cars filled with Rollerz. If they remained parked with the truck pinned down, it's easiest to exit your vehicle, walk up to each vehicle, and blow the passengers away. Do this quickly before the truck is destroyed. Take 'em out and the mission is complete.



Focus

At Sharp's mansion, Donnie and Lin comment on car modification while smoking a joint when Sharp and Price suddenly storm into the room. Sharp is shocked that the convoy got away and is trying to assess the situation. The convoy contained parts that "the buyers" needed, but when Lin asks for more information on "the buyers," the topic is brushed aside. In an effort to calm Sharp down, Donnie and Lin agree to find a way to replace what they weren't able to hijack.



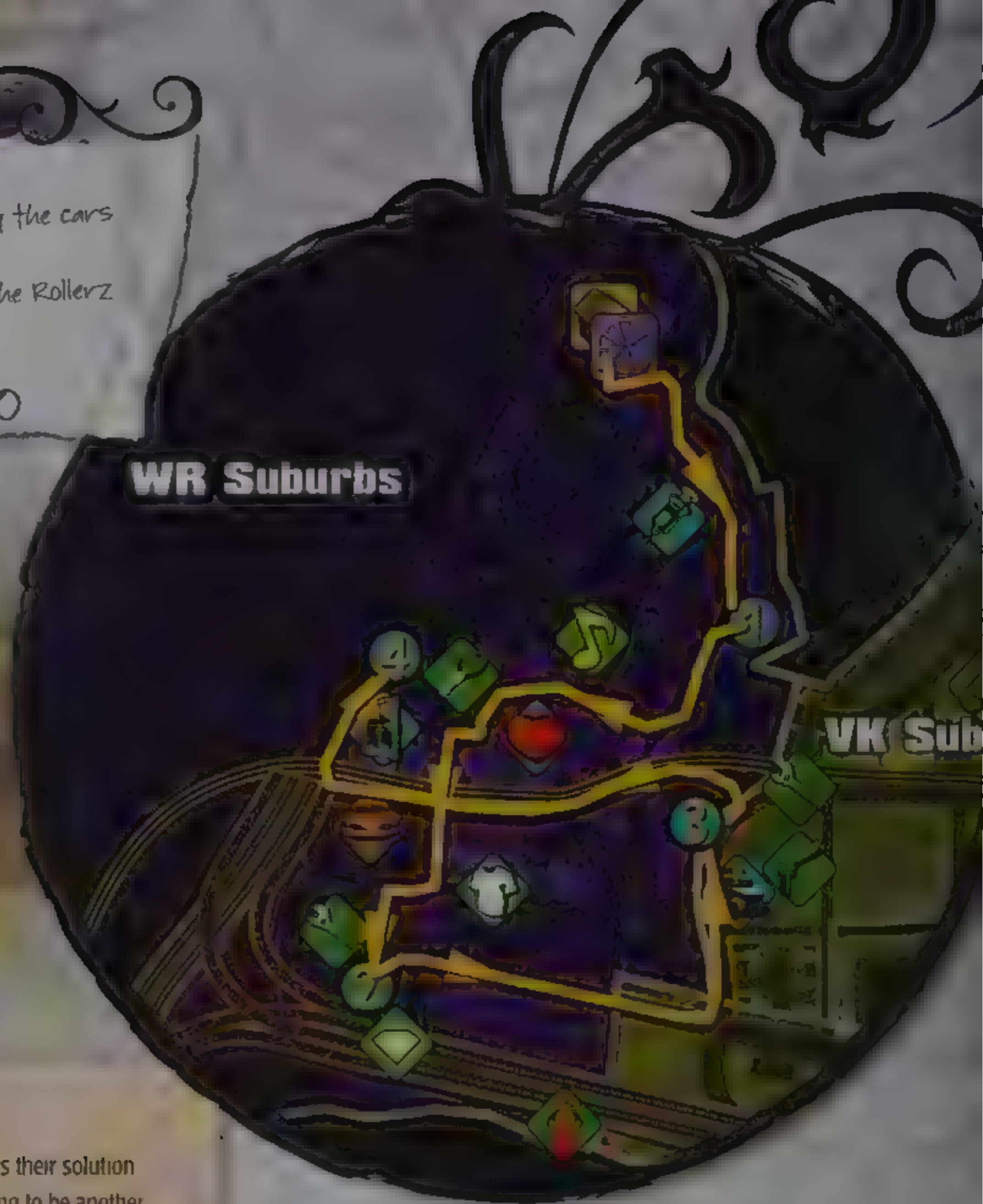
Investigate rollerz

one step ahead

Objectives:

- ★ stop the Rollerz from stealing the cars they need
- ★ Get to the four cars before the Rollerz do, and destroy them

Cash Earned: \$2,000



THINKING OUTSIDE THE BOX

Donnie and Lin meet with Price and Sharp to discuss their solution to finding the missing parts. Because there isn't going to be another shipment coming into town, the best Lin and Donnie could come up with was a list of cars that could be stolen and stripped down to get all the necessary parts. Price likes the plan and leaves to tell the rest of the gang. Sharp, however, is less than thrilled and voices his displeasure to Donnie. Lin rises to Donnie's defense and exchanges heated words with Sharp.



CAR CRUSHER

You get a call from Lin on the inside. She says the plan is working and that she needs you to destroy several cars that the Rollerz are after. A counter on the HUD displays the number 4. This is how many cars you must destroy. The location of the first car is illustrated on the mini map (red triangle or square), as well as the blue GPS route. The Rollerz trying to hijack the car also appear on your mini map as a small, red dot (1). It usually blinks when you're near, indicating that they're shooting.



The Rollerz attempt to get to the car and hijack it. Destroy the vehicle before the Rollerz thug arrives and the next target car and potential hijacker appear on the map. If you are unable to destroy the car in time or the Rollerz get to the vehicle before you do, the Rollerz hijack the car and drive off. That means you'll have to chase the Rollerz to destroy the car. If the thug gets too far away, he escapes and a new car is spawned. The escaping

Rollerz in the target car have a pursuing radius ring, which is indicated on the mini map. If you fall out of that radius ring, you have only 10 seconds to re-enter it.

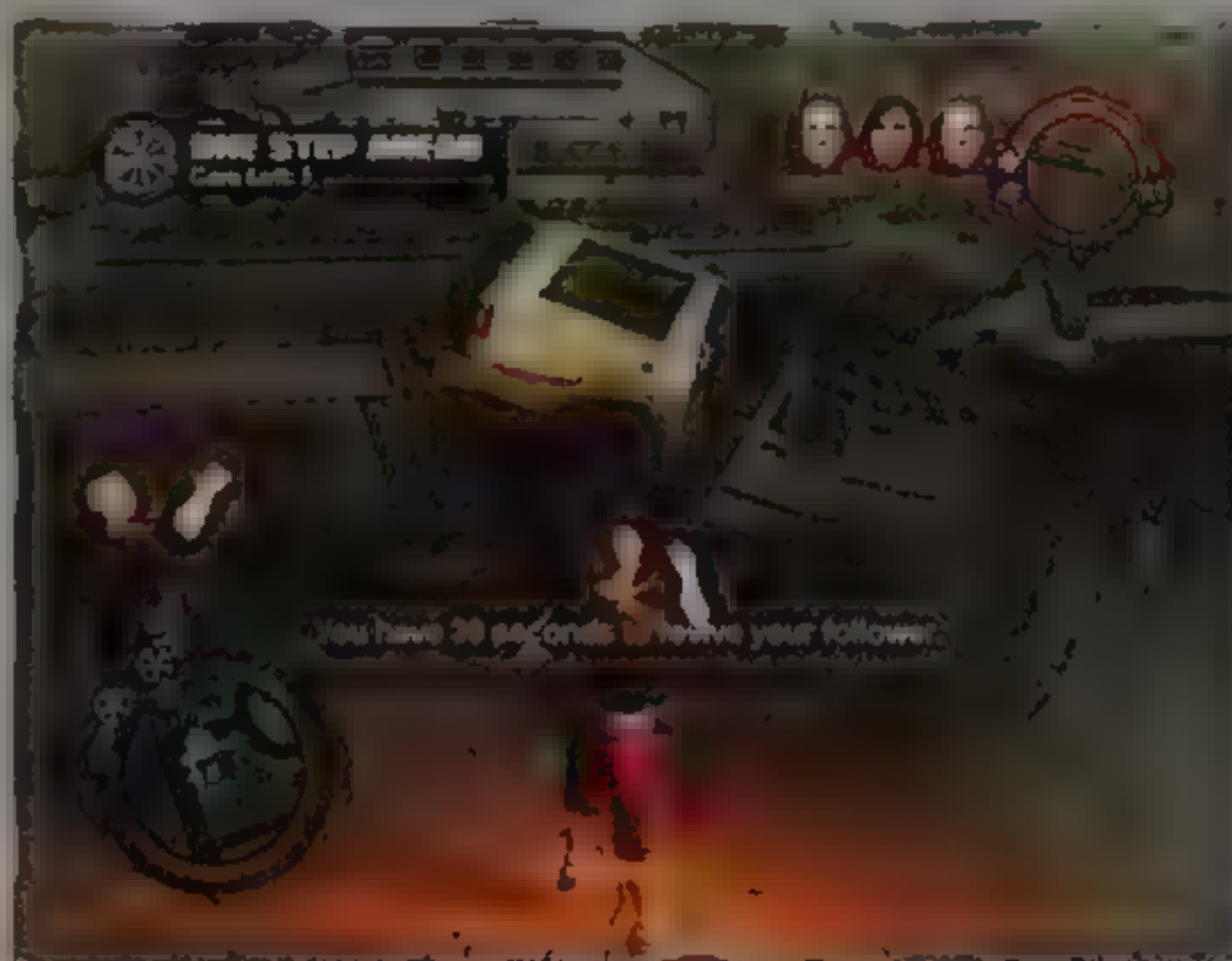


Bring weapons of a high caliber that allow you to quickly destroy vehicles, especially if you have to chase the target

vehicle if the Rollerz get to it first. Before taking this mission, head to Friendly Fire and stock up on ammo and weapons.



A great way to beat the Rollerz to the target vehicles is to look at our map and find where each one is located. The in-game GPS route does not give you shortcuts, but there are plenty to be had on the winding roads of this suburban area. The GPS will send you on the long route. Follow the yellow route on our map instead for the quickest way to each of the four vehicles (1, 2, 3, 4). If you see a Roller running to the vehicle when you arrive, shoot him first, and then work on destroying the vehicle. With our shortcut map, you will easily beat the Rollerz to all four vehicles.

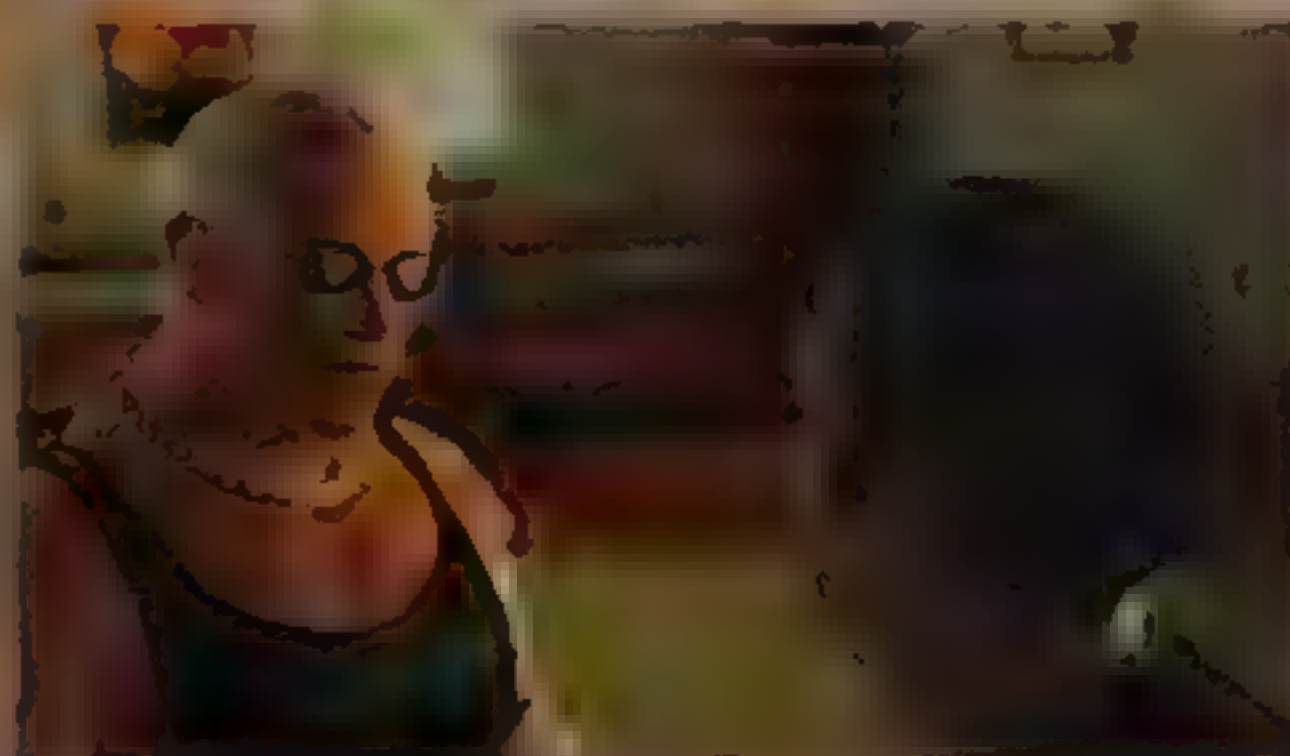


margin for error

You are allowed to have two Rollerz escape. You only fail the mission if three get away. (there are six cars total).

I'LL HANDLE THIS

Price gets a phone call from Donnie, telling him he couldn't get the parts. Price is enraged and confused how the Saints are always one step a head of them. Sharp talks to Price about it and the two figure out that Lin is a traitor



Pick this job up in the Saints' church graveyard. You are talking to Julius, who is pleased with your progress, when you get a phone call from Lin. She tells you to drive to the pool hall because the Rollerz are planning something big. You hang up the phone and exit. Meanwhile, Sharp has Lin tied up at the pool hall and gloats about his trap



- ★ Meet Lin at the pool hall.
- ★ Defeat the Rollerz and make your way to the second floor storage room.

- ★ Utor Dome neighborhood. Generates an additional \$200 daily

Gather as many homies as you can, then drop by Friendly Fire (1) and buy a rocket launcher for the next mission—this is your only chance to do so. Follow the blue GPS route to the pool hall (2) in the Ultor Dome area, then kick in the door and prepare for lots of bloodshed.



watch out!

Another Rollerz thug arrives after you do. Be ready for an ambush from behind.

Begin with a submachine gun and remain in the first hallway until any Rollerz advance, then blow 'em away. Equip a shotgun and storm the main pool room, running and gunning. Move around the floor, blowing away all the attacking Rollerz. Your homies will assist you. Proceed up the stairs after picking up dropped weapons and defeat the Rollerz in the arcade/dining room, then enter the storage room through the open "Staff Only" door.



LIGHTS OUT

As you untie Lin in the storage room, a Rollerz thug comes up from behind and strikes you with a bat. Sharp tells the gang banger to grab the unconscious bodies and throw them in the car.



outside rollerz

Burying Evidence

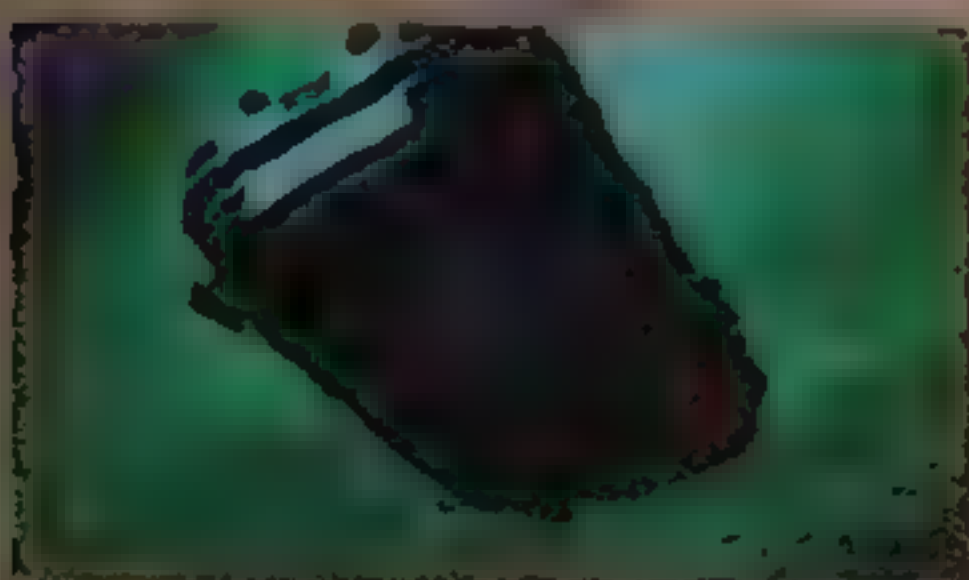
Objectives: ★ Find and Kill Sharp

Cash Earned: \$3,000

Arena

BREAKING UP IS HARD TO DO

You and Lin wake up in the trunk of her car and desperately try to find a way out. Outside, Sharp has called Donnie over so that he could "show him something." Donnie is confused as to why Sharp was driving Lin's car, but he comes over anyway. Sharp pops the trunk, revealing the two of you inside. Donnie is shocked, but before he can react, Sharp shoots you and Lin, then slams the trunk. Stunned, Donnie runs away as Sharp pushes the car into the river. Inside the trunk, Lin shares a few words with you before dying. You escape the trunk, leaving Lin to her watery grave.



KILL SHARP

You begin this mission in the aqueduct. Sharp's car is indicated on the mini map, surrounded by a large circle. Initially, you have two minutes to reach him. While you're outside of the car's radius, a timer appears on the HUD and counts down from 30 seconds. If you don't re-enter the radius before the timer reaches zero, the mission is failed.



GET A VEHICLE

Move south through the aqueduct (1) while looking left for the first set of stairs. Run to the top of the steps and into the parking lot. You'll find a muscle car (Bootlegger). Race out of the lot and follow the blue GPS route toward Sharp's vehicle (4). You can attack Sharp's car while inside the radius. He has several Rollerz escorts that will attack you, but once you kill Sharp, the mission is complete.

Exit the vehicle and you automatically pull out the rocket launcher. Take aim and shoot Sharp's car as it advances toward you. One good hit is all you'll need to destroy it. Sharp is thrown from his vehicle and takes off on foot while still smoldering from the burning wreckage. Shoot him with a rocket or have a little more dignity and select something of a smaller caliber. Once he's dead, the mission is complete.



ROCKETING SUCCESS

Want to really damage Sharp's vehicle early on? Have a rocket launcher going into the previous mission, "Liberation" and it'll carry over into this one! (This mission begins automatically afterward.) Select the rocket launcher and enter the Bootlegger (2), then speed to the intersection (3) just under the overpass where you spot Sharp's car (4) on the street to the left.



Meet Side Rollerz



Objectives:

- ★ Intercept the convoy in the Rollerz suburbs.
- ★ Destroy all 11 Rollerz gang cars before they reach the Row.

Cash Earned: \$4,000

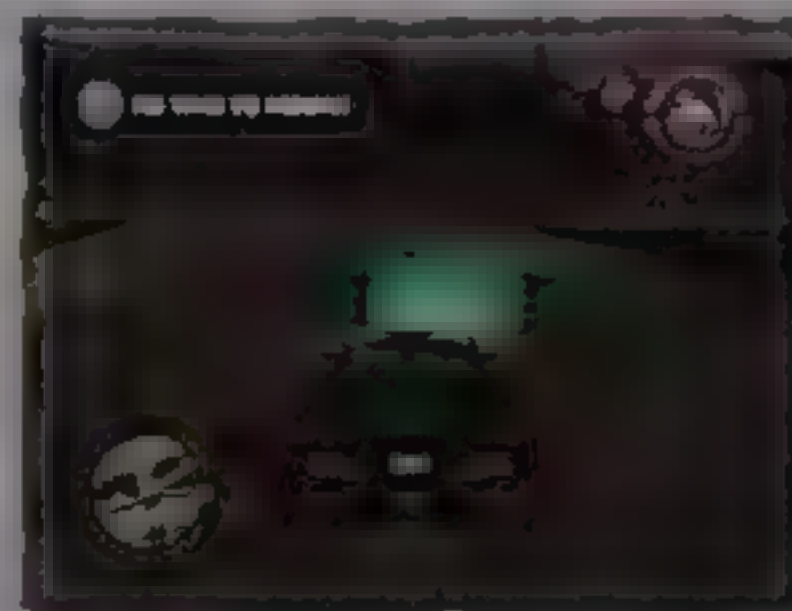
MARTYRS

Julius meets with you to discuss Lin's demise. While this is happening, Price is working the Rollerz into a frenzy over the death of Sharp and the possible death of Donnie. After shouting a battle cry, the assembled Rollerz hop into their rides and drive toward Saints Row. Back at the church, Julius decides that they're going to take the fight to the Rollerz, but Troy shows up with bad news. He has heard that several Rollerz are driving toward the Row and will be showing up soon. Desperate, Julius takes you with him to eliminate the enemy convoy.



CONVOY INTERCEPTION

Julius tells you to stop the Rollerz. You must drive him in his sweet Zenith to get a view of the oncoming convoy. A location in the Ultor Dome area is marked on the mini map.



This spot will look very familiar—it's where you just killed Sharp. Once you enter the marker, the mission proceeds to the next stage.



SHOTGUN!

Julius tells you to switch seats. While you ride shotgun, he drives toward the convoy of Rollerz. You must destroy 11 Westside Rollerz cars before they reach Saints Row to complete the mission and see the closing cinematic. Otherwise, the mission is failed. Your car's health appears on the HUD. If this meter is drained, you lose. You have unlimited rocket launcher shells, so blast distant vehicles with red arrows overhead. Use the Krukov K6 on closer targets to avoid splash damage. The mission is completed with ease if you manage to shoot the cars from a distance with the rocket launcher. It becomes more drawn out, though, if you miss and must then use a close range weapon. That also creates a greater possibility that the Rollerz will reach the Row before you take out the final vehicle, thus mission failure. Alm true—with RPGs!



BUCKLE UP

You and Julius close the distance between your car and Price's. However, just when you're about to take your shot, Price slams on the brakes, crashing into Julius's car and sending you soaring through the air. Julius gets out of the car to help you as Price speeds off.



Westside Rollerz

Semi-Charmed Life

Objectives:

- ★ Chase down Price and Kill him
- ★ Shoot the target cars on the carrier
- ★ Destroy the cab

Cash Earned: \$5,000

Unlocks:

- ★ Crib: Sharp Estate
- ★ Julius's Car
- ★ Westside Rollerz Cars



first things first

You must complete all WR Strongholds before accessing this mission.

PAYING THE PRICE

You received a call after completing the previous Rollerz mission. It was Price. He said he wanted to end this once and for all, and to meet him at the car dealership. You investigate the Foreign Power dealership, but can't find anybody. As you look around, a giant car carrier driven by Price tries to run you over.



THE PRICE IS WRONG

Recruit a full party of Saints before you begin this mission. A submachine gun is also helpful. When the action starts, a health bar for Price's truck and a timer counting down from two minutes appear on the HUD. Price's location is indicated on the mini map as a red, square blip on the freeway. Follow the blue route to Price before the clock expires. This leaves little time to hunt for a car, so make sure you already have a fast, durable vehicle before the mission even begins.



When you reach Price's transfer truck, the timer disappears and a pursuit radius appears on the mini map. If you fall outside of the radius of the circle, a timer will appear again and begin to count down until you re-enter the radius. If time runs out, Price escapes, and the mission is failed. Keep up and you'll continue to battle Price.



The only way to damage Price is to destroy the cars on the back of his carrier. As those cars explode, Price's Health meter depletes, but it also sends deadly debris toward you. Use drive-by attacks with a high caliber submachine gun. Once all the cars have been destroyed, you can take aim at the cab of the transfer truck, thus killing Price and ending the Westside Rollerz story. You will most likely need to replace your vehicle during the chase. Look for a large truck, unless you're too far behind and may risk losing him.



During the fight, Price is trying to ram you while tossing pipe bombs. The mass of Price's truck is so great that any other car that gets in his way is knocked aside, thus becoming a hazard for you to avoid. In addition to the crazed driving of Price, you must also deal with other



Rollerz who try to attack you. Once Price has been killed, the closing cinematic plays and you earn Sharp's mansion as a crib.



LOOSE ENDS

You talk to Julius on the phone as you walk toward the burning wreckage of Price's semi. You then lean in the wreckage and take the keys to Sharp's mansion. Julius tells you that he is going to look into who "the buyers" were. There's still something fishy going on.

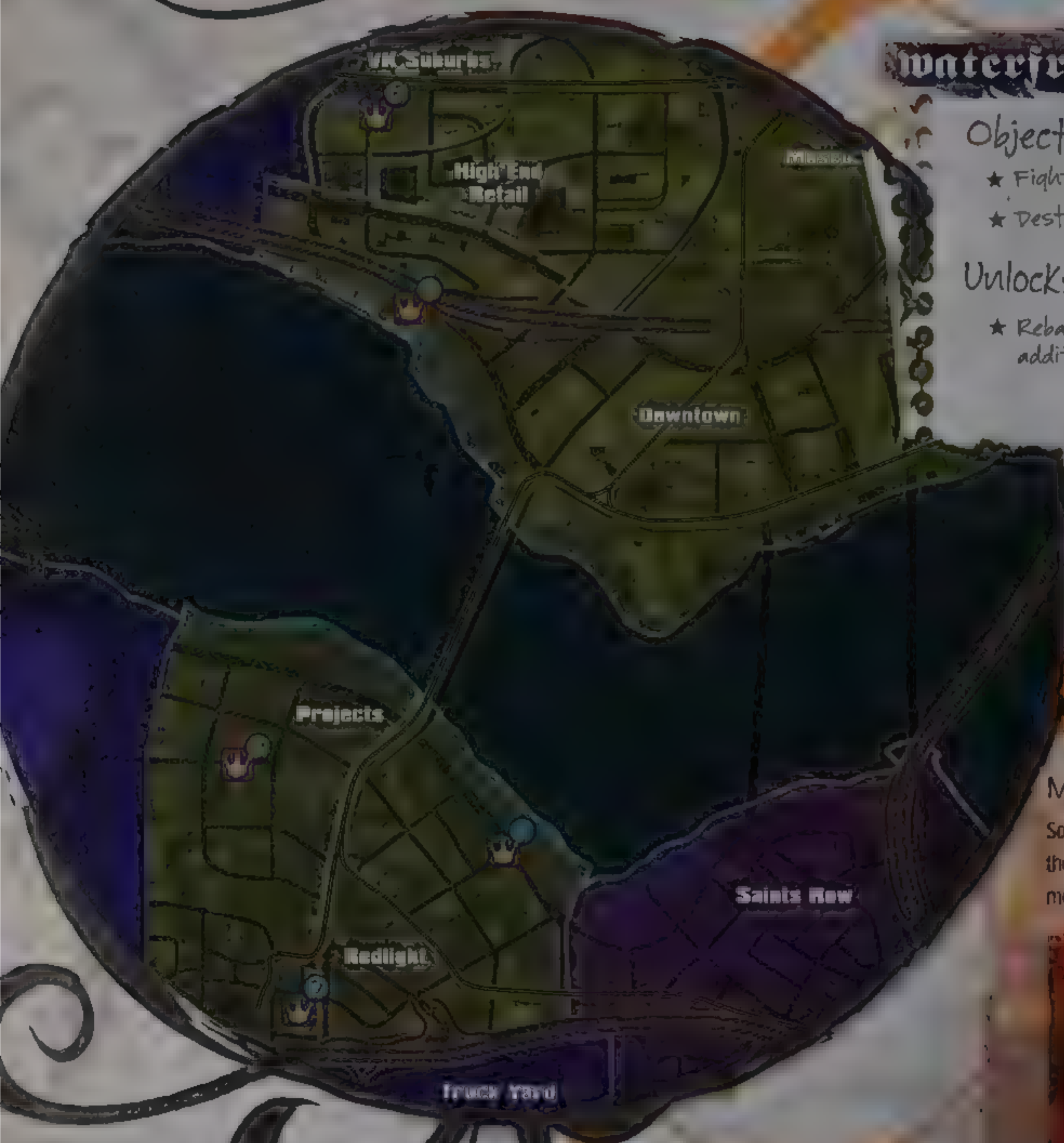


Westside Rollerz

Strongholds

You must overtake all of the gangs' strongholds to unlock each mission strand's final installment. For example Los Carnales' mission "What Goes Up..." is not unlocked until you overtake all Los Carnales strongholds. Each stronghold has a unique objective; it's not just clearing a building of gang members. There's a lot more to it than that, but the following strategies will make your task a bit easier. Remember that it takes Respect to begin a stronghold mission.

Vice King Strongholds



Waterfront rooftop

Objectives:

- ★ Fight your way to the rooftop
- ★ Destroy the Vice King patrols.

Unlocks:

- ★ Rebaux neighborhood. Generates an additional \$200 daily.

MESSAGE FROM JULIUS

Some of the Vice Kings have been hiding out near the waterfront. Head over there and send them a message!





ON THE WATERFRONT

This stronghold (1) is found near the waterfront between the Projects, Saints Row, and the Redlight district. Bust in the door with a full crew of homies and a shotgun in hand. Blow away the three VKs on your way up the stairs to the only apartment you can enter. Crash inside and shoot the VK crouching behind the couch, then take aim at his buddy on the fire escape. Jump through the window and climb the stairs to the rooftop.



You can toss a few grenades on the rooftop before climbing out there to eliminate some of the VKs. Use an assault rifle to clear the area, then move to the adjacent rooftop and do the same. Grab the rocket launcher near the blue marker. Before entering it, though, collect a McManus behind the enclosure on the following rooftop to the north. Return to the blue marker with the rocket launcher selected.



Stand near the edge of the rooftop, looking down to the street below. A series of Vice King cars full of reinforcements drive toward the stronghold. Use the rocket launcher to blow up the incoming vehicles. You win by blowing up five cars. There are only 10 cars, so if you miss more than five, you'll fail. Cars approach from the street to the south and head underneath you through a tunnel or turn north. They also appear from the north road, then cross the intersection and disappear around the corner building, heading east.



Try to blast them from a distance so you have multiple shot opportunities at each vehicle. Once you destroy five patrols, the stronghold is captured. You must shoot early to make up for the great distance between yourself and the targets. Predict their trajectory and place a rocket in the spot where they're heading. Shooting pedestrian vehicles causes clutter in the road that can delay the patrols' movement, and this makes it easier to hit them.





abandoned police station

Objectives:

- ★ Rescue your homies from the jail cells.
- ★ Kill the Vice Kings leader.

Unlocks:

- ★ Shuvington neighborhood. Generates an additional \$200 daily.

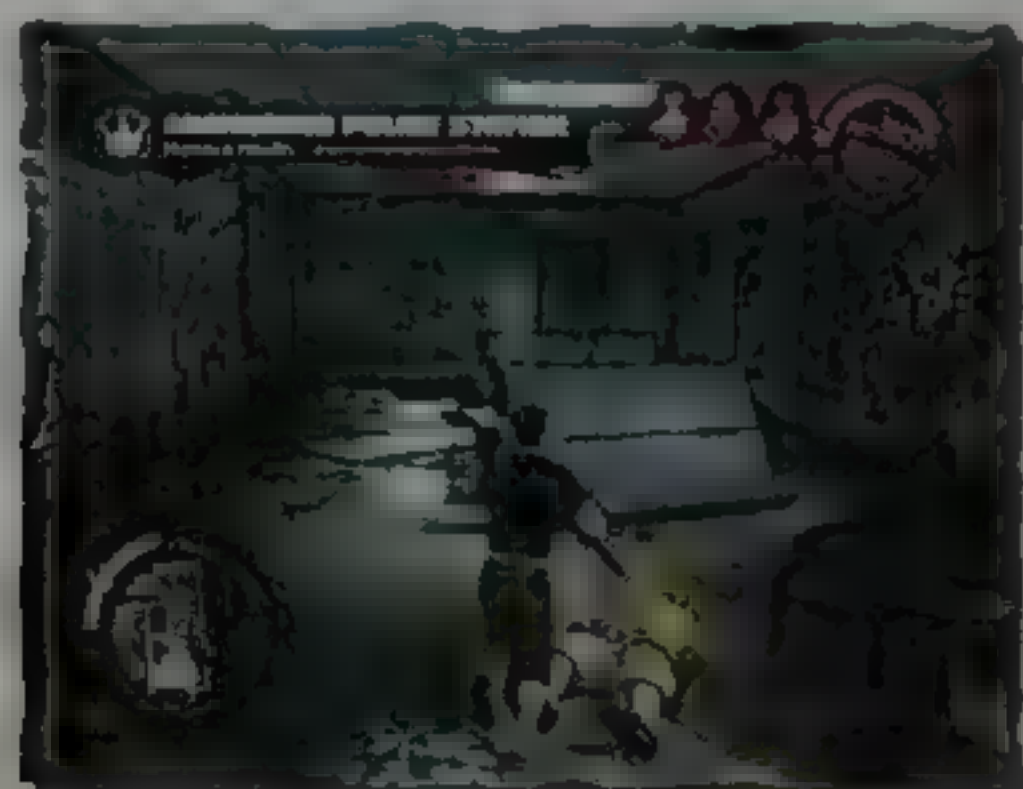
MESSAGE FROM JULIUS

"The Kings are keeping some of our boys locked up at the old police station. I want you to lead the jail break."



OVERVIEW

Your main homie's health bar appears on the HUD at the start of the mission. This gauge slowly depletes until he's rescued. If it reaches zero, the homie dies and the stronghold challenge is failed. After saving and recruiting your homies, a lieutenant in the Vice Kings spawns upstairs and is marked on the mini map. You must go upstairs and kill him to capture the stronghold.



SAVE THAT HOMIE

Fill your available homie slots with Saints and select a shotgun, then kick in the front door of the abandoned police station (2). Clear the VKs room by room, working your way to the stairwell, then head downstairs to the cells. There are a lot of VKs in this area, so select a submachine gun or an assault rifle to be more effective from a greater distance.



The homie usually in the prison cell area is under attack. Save this homie, then proceed into the next hall where the jail cells are located. There are two VKs at the end of the hallway with red arrows overhead. Kill them, then kick in the jail cell door with the blue foot icon over it. Recruit the homie inside to complete the first stage of this challenge.



VICE KING LEADER

Climb the stairs to the top floor and use an assault rifle to blow away the VK at the top. Remain in the stairwell, using the sides of the doorway as cover as more VKs on the top floor advance for attack. Blow 'em away, then move into the hallway/balcony and shoot the VK behind the overturned table. Make your way to the back room. Shoot into that area from the hallway so you can dodge the occupants' attacks. The leader (who's dressed like a pimp) is inside, along with two of his cronies. Kill them all to overtake the stronghold.



Projects



Sunnyvale Loft

Objectives:

- ★ Find your way to the loft.
- ★ Get to the fire escape.
- ★ Kill the Vice King leaders.

Unlocks:

- ★ Sunnyvale Gardens neighborhood
Generates an additional \$200 daily

MESSAGE FROM JULIUS

"Some of Warren William's crew are gonna be meeting to discuss getting in on the drug trade. Show those bitches why they shouldn't mess with our business..."



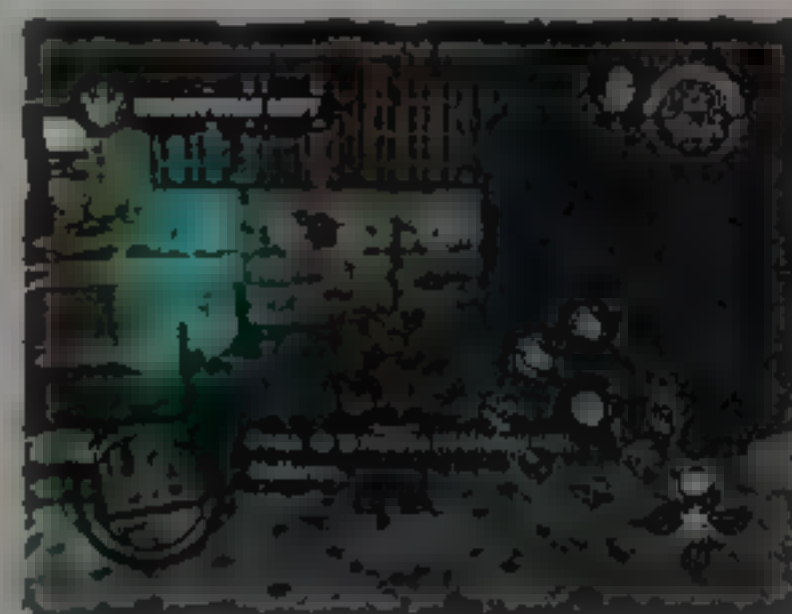
BASES LOADED

This stronghold (3) is located in the projects. You fight your way across a baseball diamond into an apartment building. Use the shotgun and run and gun techniques to clear the field, then move to the south side of the apartment building to find the blue marker at the doorway.



Kick in the door and climb the steps to the next floor. Bust the apartment door open and clear out the Vice Kings inside, then make your way to the fire escape. There's a hole in the nearby wall with a McManus sniper rifle below it. Step into the blue marker on the fire escape to start the second stage of the challenge.

Several Vice Kings charge the loft from the baseball diamond. You must shoot your targets (as indicated by arrows) with the sniper rifle. Remain inside the apartment to avoid snipers and other gunfire. Crouch down and sneak out onto the fire escape once the more distant targets have been eliminated to bring those remaining closer to your building.



You can also use an assault rifle (in the event that one of your homies picks up the sniper rifle before you do), but it's more difficult. Another option is to head back down to the field and confront your targets face to face, but use cover and watch out for those snipers and rockets if you do this. You capture the stronghold after killing all 17 targets.



Strongholds



Filmore parking garage

Objectives:

- ★ Destroy all Vice King vehicles
- ★ Follow and destroy the escaping VK car

Unlocks:

- ★ Filmore neighborhood. Generates an additional \$200 daily

MESSAGE FROM JULIUS

"A bunch of Kings bookies are meeting at a parking garage to discuss rigging games. Don't let any of them walk away from the meeting. No one messes with my hockey game..."



You can throw grenades onto the floor above to destroy a vehicle on the next to last ramp before the final covered level. Get in a vehicle before heading for the roof so you're prepared for the imminent car chase.



Once you reach the top, a VK jumps in the last car, hits the NOS, and jumps off a rooftop ramp to escape. Follow the vehicle off the jump and give chase through the city. A pursuing radius appears around the escaping vehicle. Try to remain inside that red ring. Keep pace and use drive-bys to finish it off.



DEAD RUCK



Move through the parking garage (4) and destroy all nine VK cars. If you use a shotgun, make sure to stand back a bit after the fourth shot. You can also use grenades or rockets to quickly

take them out. You'll be able to collect plenty of spawning grenades, as well as those from the fallen VKs in this area.

Most of the cars are parked; others are driven up in the middle of the stronghold. All are represented by red,

triangle blips on the map (meaning they are on a different level). You'll meet plenty of resistance along the way, so bring some homies with you.



VK Suburbs

5

High End Retail

king's grocery

Objectives:

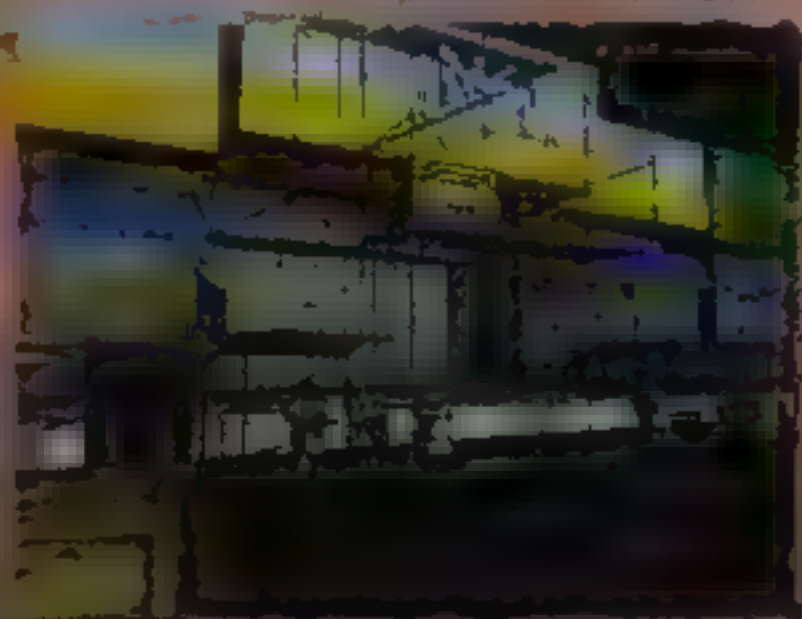
- ★ Fight your way into the grocery
- ★ Kill all Vice Kings.

Unlocks:

- ★ Huntersfield neighborhood Generates an additional \$200 daily

MESSAGE FROM JULIUS

"A lot of VKs have been seen goin' in and out of a grocery store. I don't think they're buyin' one percent, so go over there and figure out what's goin' on."



CLEANUP ON AISLE 5

This stronghold (5) is located in the burbs. Enter the grocery store and kill all the Vice Kings inside to capture it.



This relatively straightforward mission is made easier if you bring homies. Try running around the outside perimeter of the grocery store, shooting through the short cement wall and the chain link fence at distant targets who are unaware of your presence. Use an assault rifle or the sniper rifle.



Once you enter the construction site, the new King's Grocery, enter one of the Vice King gang cars and fire on all the enemies within range. This keeps you safe while you eliminate most of the gang members in the front.



Work your way around the north side, taking out the guy on the scaffolding first. Once you've cleared everyone on the outside, enter on the north side and begin the interior extermination with a submachine gun or shotgun. Look on the floor of the small hallway for a free rocket launcher. The mission is complete when all VKs are dead.



Strongholds

Los Carnales Strongholds

Fox Drive weapons plant



Objectives:

- ★ Kill the Carnales defenders.
- ★ Get inside the weapons factory.
- ★ Plant the four bombs at the locations marked on the mini map.
- ★ Get away from the factory before it blows.

Unlocks:

- ★ Fox Drive neighborhood. Generates an additional \$200 daily.

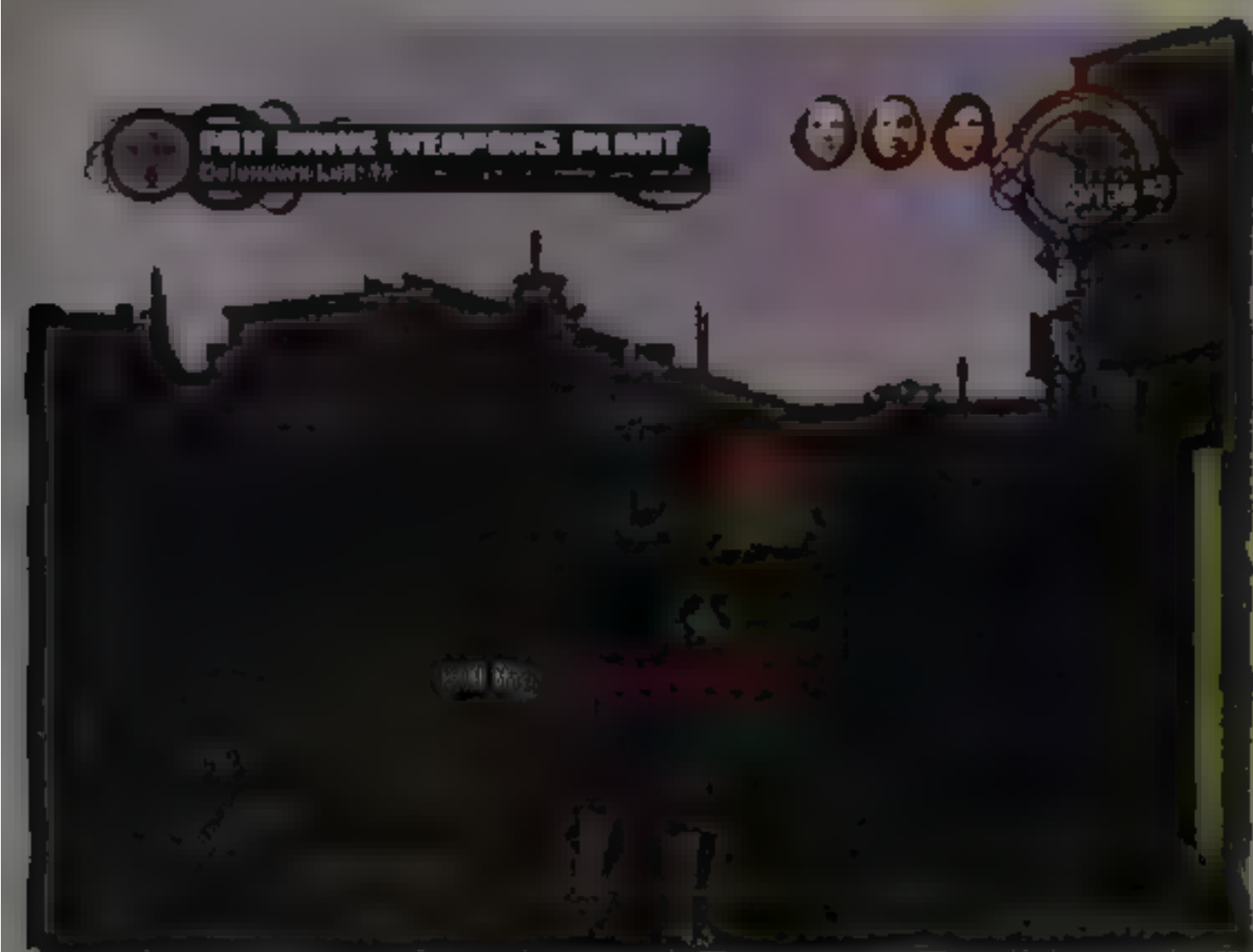
MESSAGE FROM JULIUS

"Now that the Carnales' drug ring is hurtin', they've started to move to gun running. They set up a weapons plant in an old steel factory. Don't let their business get off the ground..."



EXTERIOR BATTLE

The red marker (1) where you start this mission is beside a wooden fence near the Boneyard junkyard. The entrance to the weapons plant is to the left, and a group of Carnales is gathered around a car just inside. Start your attack by tossing a grenade in the middle of this group. One of the victims drops a McManus sniper rifle, so pick it up before one of your homies does.



Use the McManus to snipe the distant Carnales around the plant. Make sure to take out the two snipers; one's on the high landing of the tall steps and the other is on the rooftop of the building these steps are connected to. Once you've cleared all the Carnales from the exterior (all red dots on the mini map), the doors to the plant open and two more Carnales exit the building. Kill this pair, too.



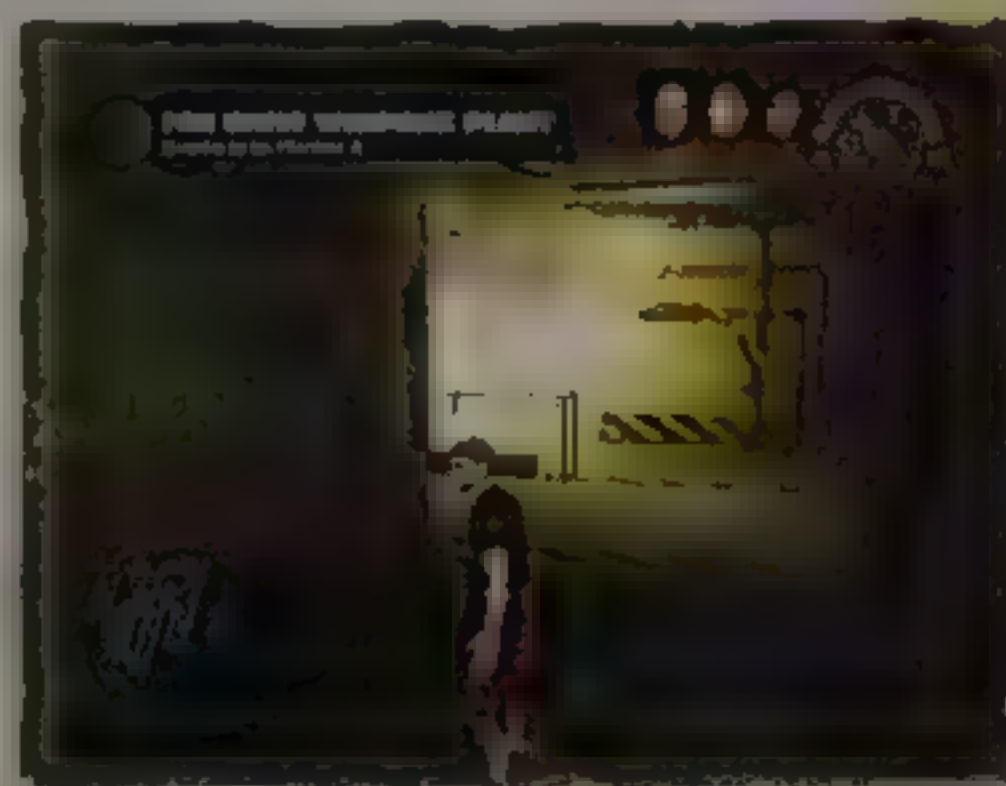
STORM THE INTERIOR



Sharp shoot as many of the enemies inside the rail garage through the large doors that just opened. Remain outside until you can no longer get a fix on anyone inside. Use run-and-gun techniques with your shotgun to finish off the stragglers, then move to the left side of the room and enter the plant through the door with the foot icon on it (near a blue marker).

PLANT BOMBS: BOMB #1

Once inside, you must plant four bombs in specific areas around the plant. Quickly throw a grenade down the steps at the end of the hallway to help eliminate a group of enemies who run up and down the stairs while you remain near the door where you just entered.



Select a shotgun or submachine gun to finish off the survivors, then head downstairs, cross the small interior bridge, and walk through the columns on the right at the far end. Plant the first bomb by stepping into the blue marker and pressing Y.



BOMB #2

Return to the bridge and head up the next set of steps. Plant another bomb in the blue marker beside the generator on the next landing. Expect more resistance between bomb placements.



BOMB #3

Continue up the next set of steps, run past the generator you just rigged to blow, and find the small plant office. Collect the rocket launcher, assault rifle, and shotgun inside. Plant a bomb in the blue marker near the back wall,



then move to the left as you exit the office. Do not take the next set of stairs; instead, enter the hallway to the left and kick open the door at the end of the hall.



BOMB #4

Exit the plant through the aforementioned doorway. You'll find yourself on an exterior balcony. Shoot the carload of Carnales that just pulled up below, then select an assault rifle or shotgun and climb the next set of stairs to the rooftop and blow away the two Carnales to the left. Proceed to the west edge of the rooftop and sharp shoot the many Carnales on the ground around the rail tracks below. Hitting their car with a rocket will take out a few of



to the northeast corner of the same rooftop (step to the right) and jump down onto the lower roof.



Clamber up the series of large ducts leading to the top of the mill. You'll find the last blue marker up there. It's best to turn around and face the duct you just climbed before setting this bomb so you have a good start on the sprint from the factory. Once the bomb's in place, you have 35 seconds to escape the blast radius (indicated as a red radius ring on the mini map).

Run back down the network of ducts to the lower rooftop, but be careful not to fall! A drop from this height will kill you. Jump down from the lower roof to the scaffold, then continue down to the ground. Follow the rails westward to escape the blast radius. Stronghold captured!



black bottom refinery

Objectives: ★ Find and spray over the seven Carnales tag spots.

Unlocks: ★ Black Bottom neighborhood. Generates an additional \$200 daily.

MESSAGE FROM JULIUS

"I don't think the Carnales have gotten the message that the Saints are here to stay. Tag up their refinery. I want those bitches to see our sign wherever they look..."



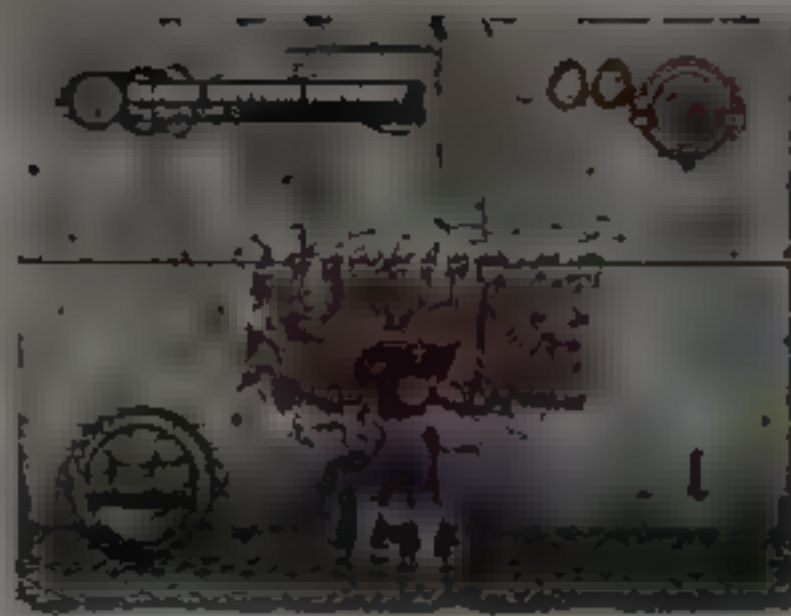
BLACK BOTTOM TAGGING

You must fight through Carnales gang members to find seven tag locations at the oil refinery (2) and capture this area. Make sure you have a full party of homies for this one, and revive them if they fall—you'll need their help with this challenge because of the cover they provide while you paint. Each spray location is marked on our map as a blue X; they also appear on the mini map as blue blips. Do your best to clear as many Carnales as you can from the tagging area before you start to paint. The Carnales are red dots on the mini map.



Stronghold

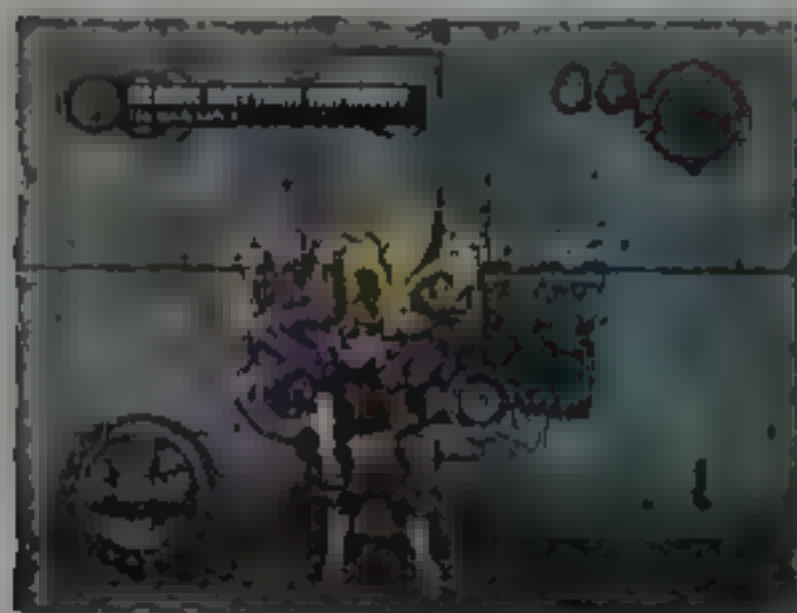
Each tagging location has a unique combination of buttons and thumbstick rotation commands. These appear on screen as you enter the area and must be performed correctly to successfully tag the location. If you mess up one command in the sequence, you have to start from the beginning again. It's a lot like cracking safes.



Only the two easternmost tagging locations are on the ground level. The triangle blips on the map represent tagging locations at a higher level. Climb up the stairs to the refineries and watch the map. If a blip turns into a square, then you're at the correct level; if not, move up



another flight of stairs and circle around the refinery until you find the tagging location. The further west the tag is located, the higher the level it is found on. You'll encounter plenty of resistance above; from around the catwalks, as well as more Carnales on the ground level. Use an assault rifle for long distance targets.



The dark blue X on our map indicates the final tagging location. To get there, hop over a high catwalk bridge down onto a platform to reach the side of the refinery. This is on the highest level of the northwestern refinery. The tag location is on the east side of the structure.



Cecil Park Drug Lab

Objectives:

- ★ Destroy the drug lab equipment.
- ★ Kill the Carnales on the surrounding rooftops.
- ★ Take out the lieutenant

Unlocks:

- ★ Cecil Park neighborhood. Generates an additional \$200 daily.

MESSAGE FROM JULIUS

"Dex found another Carnales drug lab. Take it out..."



STORM THE DERELICT, DRUG BUILDING



Select your shotgun and enter the ground floor of the ramshackle building (3). Use the many objects and dirt mounds as cover as you fire on the Carnales, then find the stairwell and climb to the next floor. Expect resistance on the stairs and shoot your way onto the second floor.

ROOFTOP ATTACK

Your next objective is to eliminate the nine Carnales on the surrounding rooftops. You must be very cautious as you exit the drug lab, because these guys are packing rocket launchers and sniper rifles. Crouch down and use the doorway as cover so you can run back inside the room for protection. The first rocket launching enemy is to the left (west) as you peer outside the lab. Take your adversaries

out methodically, one at a time. Use cover to avoid exposing yourself to more than one rooftop enemy at any point in the standoff.



charlestown warehouse

Objectives:

- ★ Take over the Los Carnales warehouse complex
- ★ Defend the complex for two minutes.
- ★ Defeat the bosses.

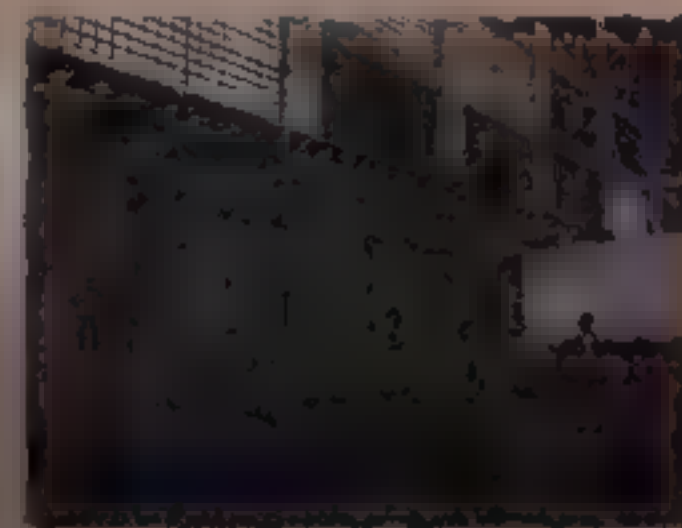
Unlocks:

- ★ Charlestown neighborhood. Generates an additional \$200 daily.

MESSAGE FROM JULIUS

"Head over to the docks. Troy got a tip that the Carnales

called in a heavy hit from our old-timer. Make sure the level gets a chance to hook up with Lopez."

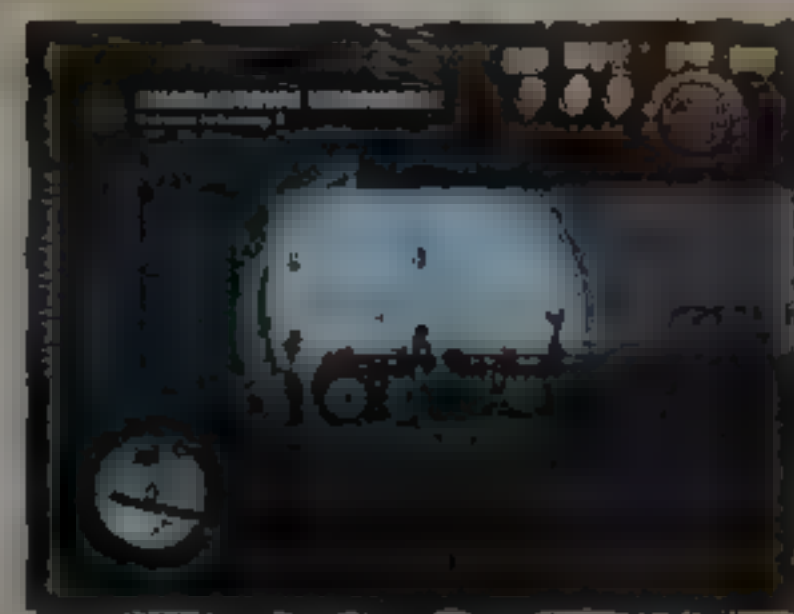


There's a sniper rifle in the room with the broken staircase. Use this weapon or an assault rifle to deal with the

Carnales. There are two enemies on fire escapes instead of the rooftop. Once they have been eliminated, a group of Carnales, including a lieutenant, comes up the stairs to attack. The boss is indicated by a large red blip on the mini map (square or triangle, depending on altitude). Finish them off and the stronghold is yours.

OVERTAKE THE GROUNDS

This stronghold battle (4) takes place in a warehouse parking lot in the docks area. Begin by using the sniper rifle to clear the Carnales you can easily see, then hop in a vehicle and drive deeper into the parking lot to clear out the enemies behind the truck trailer. Once you've accomplished this, a new objective is instated..



DEFEND THE COMPLEX

You must now defend the complex you overtook for two minutes. Bring your homies and get in a vehicle for protection. Shoot at the Carnales entering the parking lot through the gate. Some appear from the north side, so keep an eye on those red blips on the mini map and don't let them sneak up on you! After defending the grounds for two more minutes, the next objective is given...



DEFEAT THE BOSSES

Two bosses pull up outside the parking lot in a single gang car. Take cover behind the trailers on the far north side



of the lot. These guys are armed with rocket launchers. Use the sniper rifle and crouch down behind a truck trailer. Inch your way toward the outside edge of a trailer leg until you spot a boss, then snipe him before he can fire a rocket. If a rocket comes your way from this distance, you still have time to move further behind the trailer for cover. Repeat this tactic for the second boss. If you run out of sniper ammo, you can always run-and-gun—dodging rockets is a learned skill, but it's not that difficult.

Stoughton Shipyard



Objectives:

- ★ Get in the bulldozer
- ★ Push the Carnales drug shipments into the water

Unlocks:

- ★ Stoughton neighborhood. Generates an additional \$200 daily.

MESSAGE FROM JULIUS



"The Carnales got in another big shipment. There's too much product for us to take, so go to the docks and make sure they can't move any of it."

OVERVIEW

In this stronghold (5), you hop into a bulldozer and push several crates full of drugs into the water. The crate locations are indicated by red Xs on our map—they are marked on the mini map, as well. Once you're in the stronghold, a timer appears. In the HUD and begins counting down from 45 seconds. Each time a crate is pushed into the water, 10 seconds is added to the timer. If the last of the crates has been pushed in before the timer reaches zero, the stronghold is captured. If you don't do this or abandon/destroy the bulldozer, you fail.



After the first crate takes a plunge, turn around and follow the road to the next closest one. Drive along the road



until the second crate is just to your right, then jump the curb and drive down to the pier. Push the crate in the water, then follow the pier up the exit ramp.



JACK THE BULLDOZER

The bulldozer, escorted by a Los Carnales gang car, approaches you from the beginning of the mission. Just run up and enter it. You'll toss the driver out and receive the next objective.



PUSH THE DRUGS INTO THE WATER

Use your mini map to find the drug shipments. They appear as red, square blips. Our map plots the quickest route through this challenge. The main thing to watch is your speed. Do not run into the crates at such a fast clip

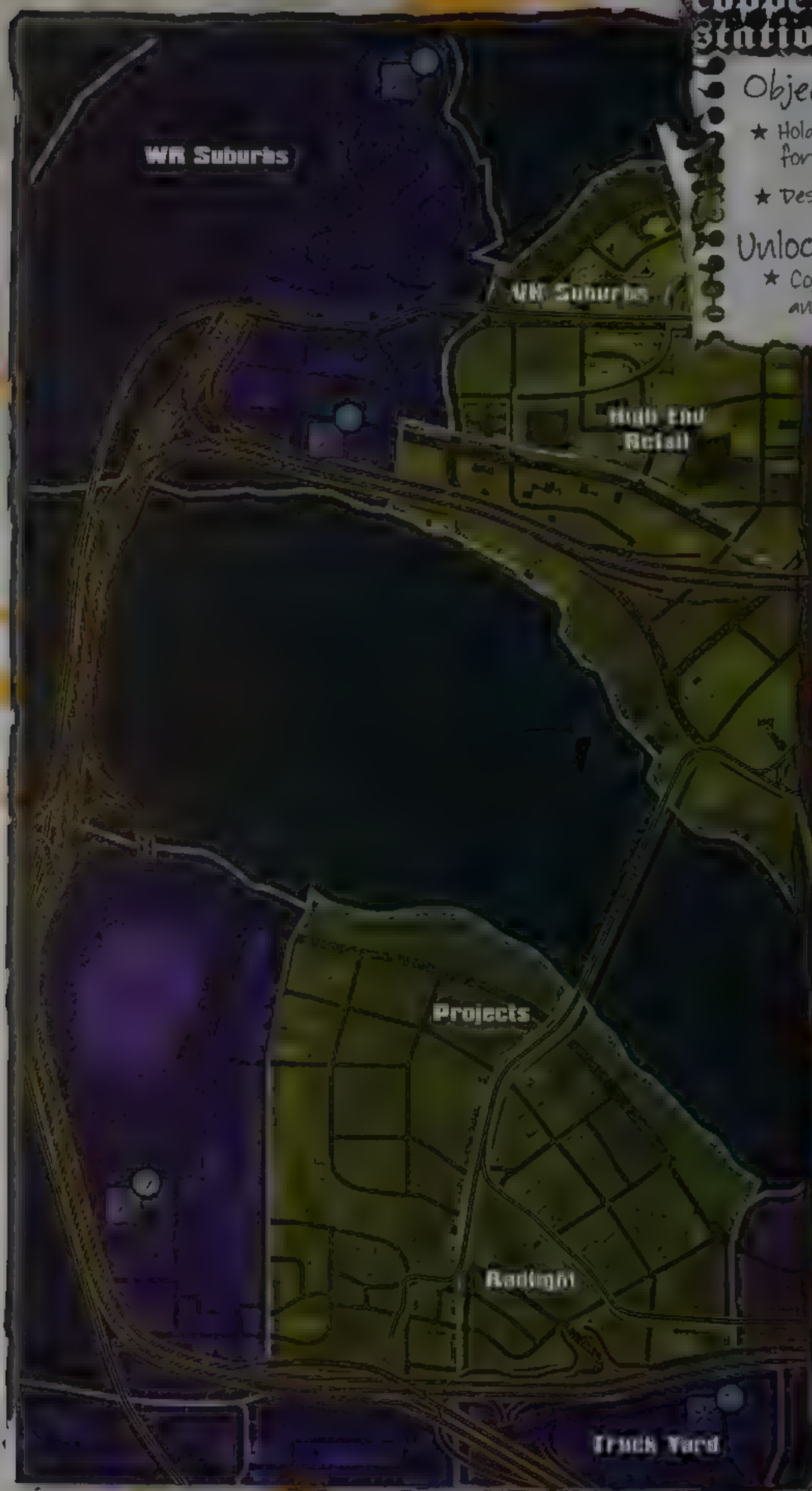


that you cannot stop the dozer from falling into the water behind the crate. Speed is only alright if you bump the side of the crate to knock it into the water at an angle. If approaching head-on, it's best to slow down before you reach each crate and then carefully push it into the drink—there's plenty of time to be cautious.

Back into the third crate to push it in, then return to the main road. Plow through the Carnales gang cars and hit the next crate at an angle. Slowly push the fifth crate in, then back up and turn down the ramp to the low pier and follow it to the final crate. Beware as this one is guarded by a Carnales thug with a rocket launcher! Shove it in within the time limit to gain the stronghold.



Westside rollerz Strongholds



Copperton Receiving Station

Objectives:

- ★ Hold your position in the receiving station for three minutes.
- ★ Destroy the truck cab or Kill the driver.

Unlocks:

- ★ Copperton neighborhood. Generates an additional \$200 daily.

MESSAGE FROM JULIUS

"The Rollerz have been takin' a lot of interest in a receiving station in the truck yard. Go and check it out, but be careful... who knows what they're up to?"



HOLDING DOWN THE FORT

Purchase a rocket launcher and recruit a full crew of homies before this mission. The WRs come into the parking lot (1) on foot and in vehicles. Take out the passengers without harming the car, then get in one of them and use it as cover while holding off the advancing Westside Rollerz.



Watch the clock. When it's near 10 seconds, equip the rocket launcher and make your way to the west side of the compound. Your next objective is to destroy the truck cab once you've held the fort down for three minutes. This truck arrives from the road to the west, then busts through the wooden fence and comes at you in the parking lot.



Meet the truck on the west lot and shoot it with a rocket. As it passes by, turn and hit it with a second one to destroy the cab and complete the mission.



pleasant view storage

Objectives:

- ★ Destroy the Rollerz cars.

Unlocks:

- ★ Pleasant View neighborhood. Generates an additional \$200 daily

MESSAGE FROM JULIUS

"Lin found a storage garage where the Rollerz stash some of their high performance cars. Whaddya say we find out how good their insurance is?"



OVERVIEW



This stronghold (2) is located near the Ultor Dome. Look for the nearby grenade weapon spawn. You must move through the open storage lockers and destroy all eight of the Rollerz' cars. As you do, waves of Rollerz (both on foot and in cars) try to stop you. Once all the cars have been destroyed, the stronghold is captured.

EXECUTION

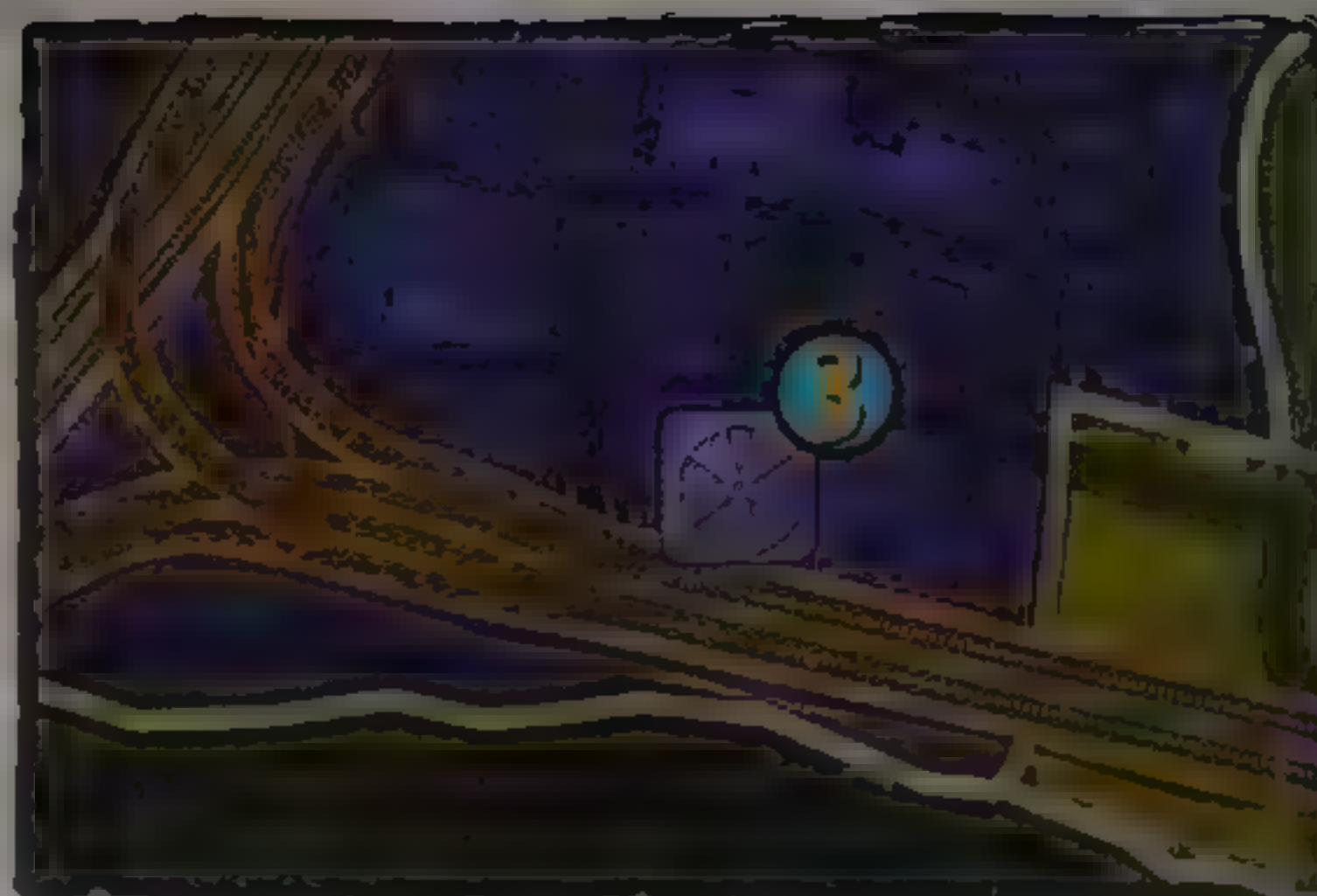
Bring along a full crew of homies and revive them if they fall. Also get a rocket launcher before you begin this challenge, but save a few rockets for the moving targets (Rollerz cars) toward the end of the mission. Begin by rocketing the cars you can see inside the garages from a distance. Switch to the assault rifle to defeat the many Rollerz around the storage area. Use the garages as cover



from fire and stay away from explosive barrels. Grenades are great for destroying target vehicles when you're down to your last few rockets



Expect a couple Rollerz target vehicles to drive around the storage area. Use your rocket launcher to take them out as they cruise by.



tidal spring apartments

Objectives:

- ★ Kill all the jurors that the Rollerz are protecting

Unlocks

- ★ Tidal Spring neighborhood. Generates an additional \$200 daily.

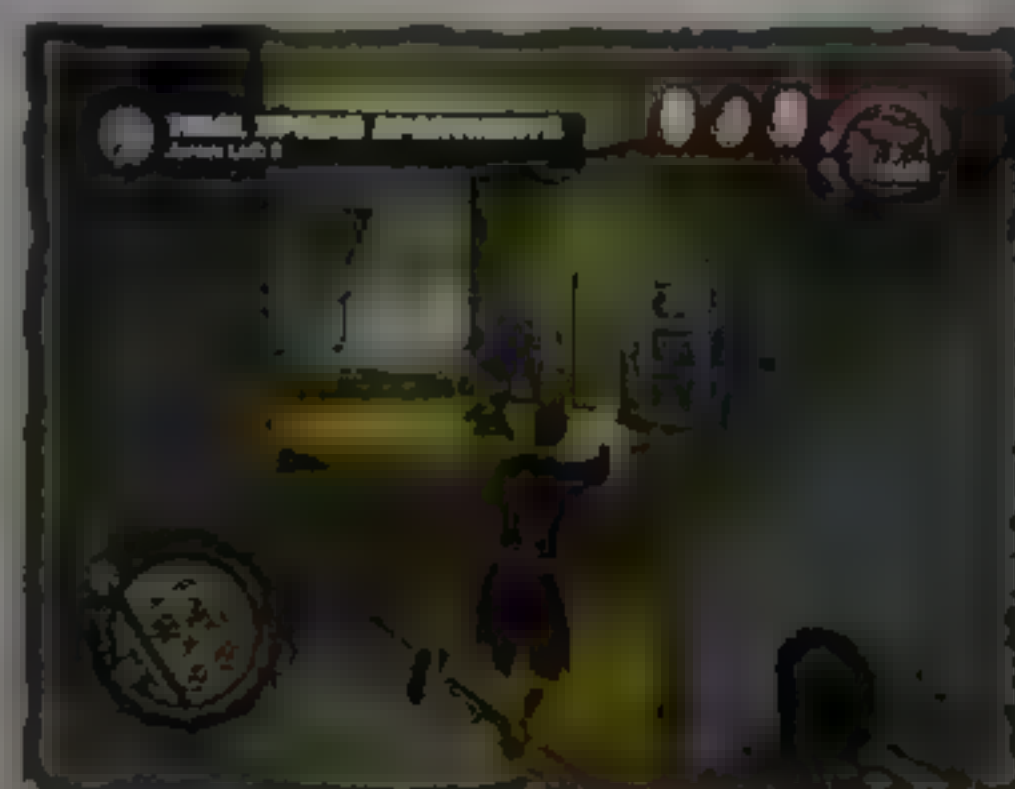
MESSAGE FROM JULIUS

"Some of the Rollerz have a court date coming up, and Sharp is throwing paper and perks at the jury to get them off. Go to the apartment building they're sequestered at and dismiss some jurors!"



OVERVIEW

This stronghold is at the Tidal Spring Apartment complex in the suburbs (3). You must hunt down five jurors who are hiding in the Westside Rollerz apartment building, indicated on the mini map with red blips. Your Police Notoriety rises to level 5 after you kill two Jurors to make life even harder for you. Once all the Jurors are dead, the stronghold is captured.

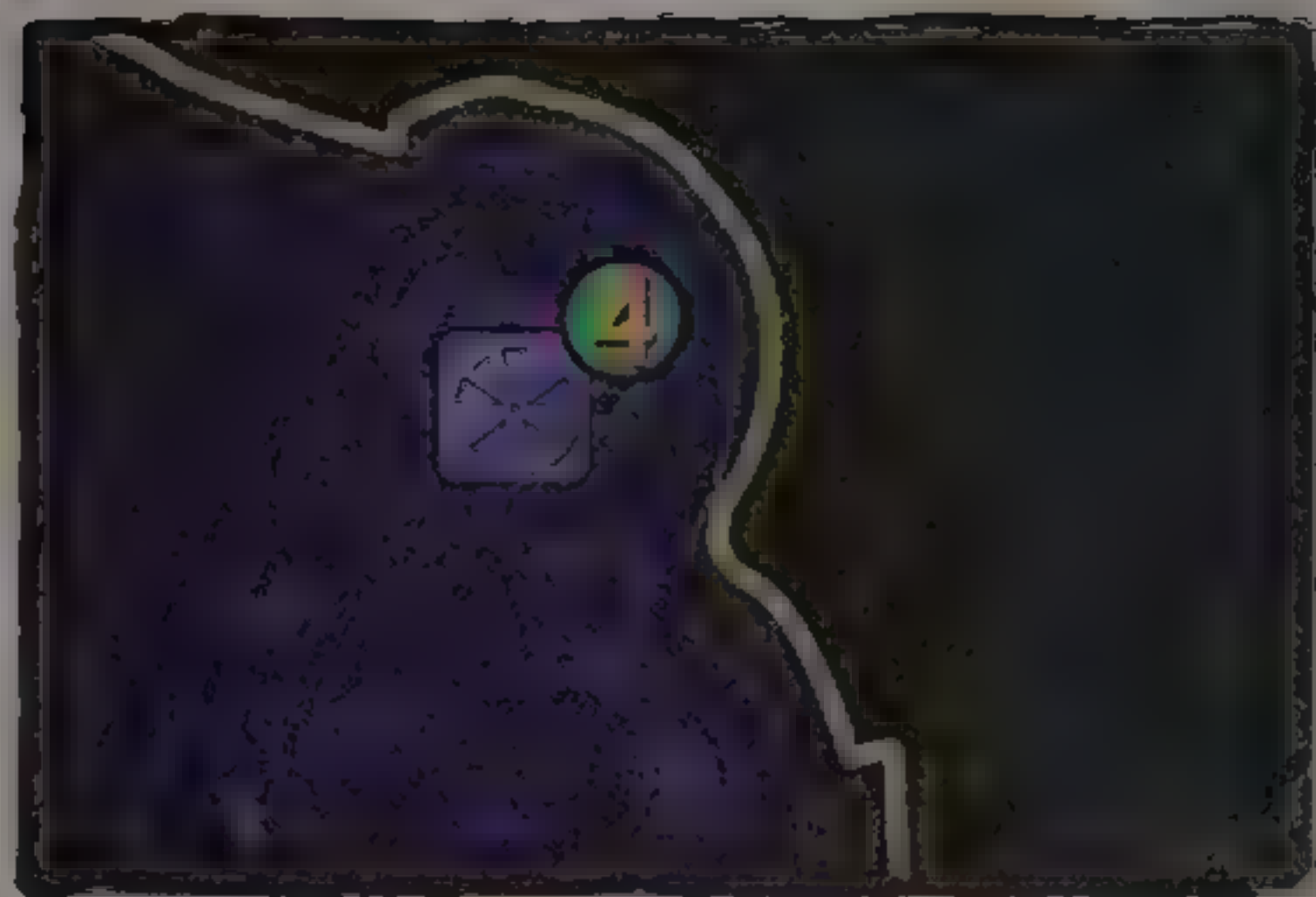


JUROR HUNTING

There are two jurors in the apartments to the east of your starting position. The other three are in the complex to the west of you. Begin by taking out the Rollerz on the ground level of the east building and work your way upstairs. There's a juror inside the door on the second floor and another on the third floor. Equip your shotgun before entering an apartment. Each juror is well guarded by one or two Rollerz—and often being serviced by the ladies. The shotgun works nicely in these close quarters.



In the west complex, you'll find a juror on each of the three levels of the apartment building. The first one you kill will not raise the Police Notoriety enough to register a level. When you take out a second juror, though, it shoots up to level 5! Yeah, that means SWAT and FBI! Move quickly to eliminate all remaining jurors to avoid taking on the entire law enforcement presence in Stilwater.



Price's mansion

Objectives:

- ★ Get inside Price's house
- ★ Find Price's car keys
- ★ Head to the garage and steal Price's car
- ★ Head to Forgive and Forget.

Unlocks:

- ★ Misty Lane neighborhood. Generates an additional \$200 daily.
- ★ Westside Rollerz Car.

MESSAGE FROM JULIUS

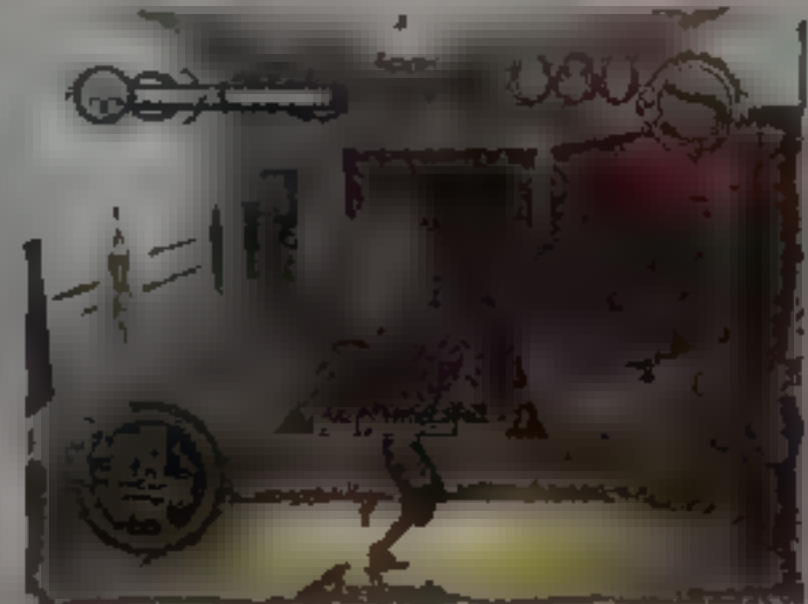
"Price isn't gonna pull that b.s. he did on the highway again. Go to his Uncle's

Mansion and steal his car."



FAST & FURIOUS

This stronghold (4) is none other than Sharp's old place, which becomes Price's mansion in the 'burbs. Bring plenty of shotgun shells, a full crew of homies, and enough cash for Forgive and Forget for this one. And don't outrun your posse to the front door of the mansion, either. Once the homies have caught up, bust in and shoot the first thug you see in the hallway.

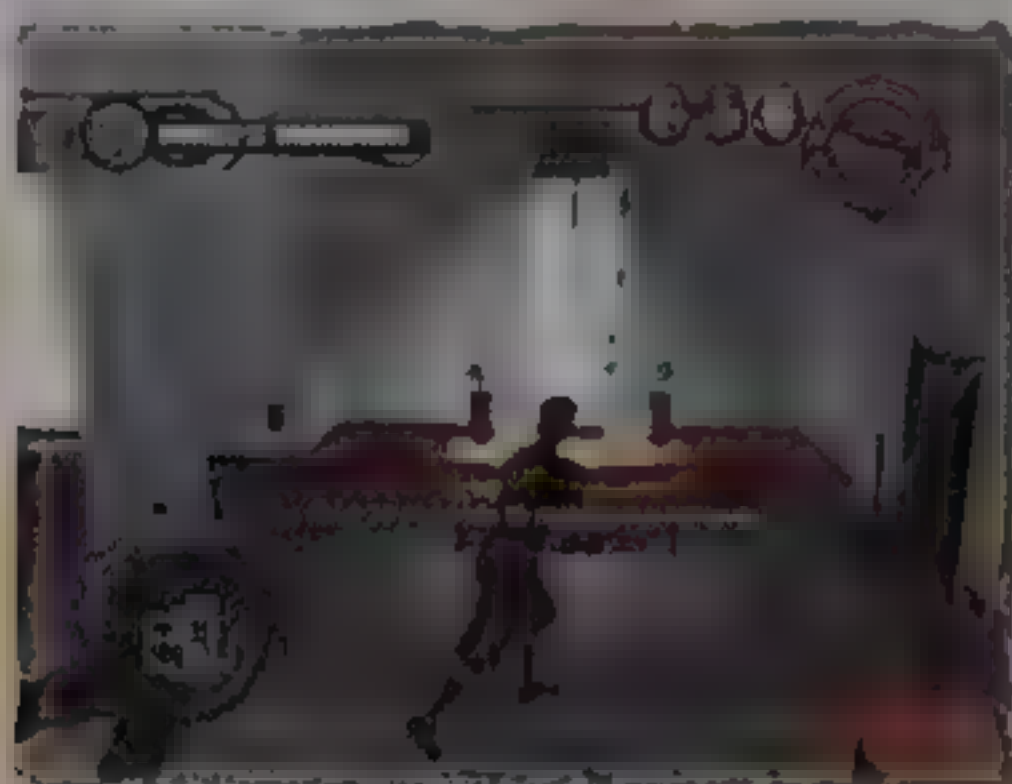


Run toward his falling body, take two left turns around the corner, and blow away the Rollerz in the living room. Turn one more corner and you'll see your homies battling at the front door. You went full circle. Help them out and then head upstairs to find Price's car keys.



GETTING THE KEYS

The keys are on a table in a second floor room to the right as you reach the top of the stairs. You do not need to clear the room to the left, but you might as well, as they exit this room to attack when you clear the room to the right. Blow 'em all away, then snatch the keys from the table.



TO THE GARAGE

Turn right at the bottom of the stairs to enter the family room. Head left, then right to find the back door. Kick it in with the rocket launcher in hand. As soon as you run outside, blow away the Rollerz car that pulls into the back driveway. The more Rollerz cars you can destroy before entering Price's car (the last door of the three-car garage is open, revealing his ride), the easier the getaway will be.



RACE TO FORGIVE AND FORGET

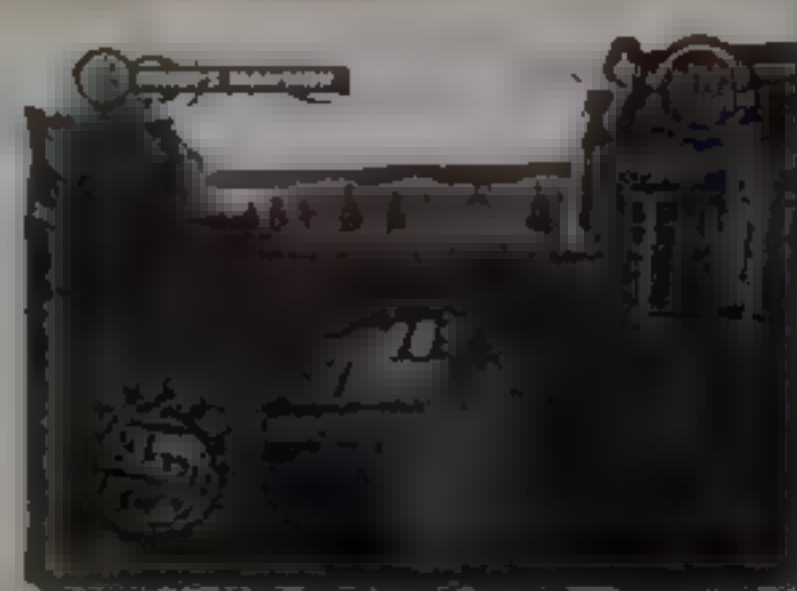
Once in Price's sports car, you immediately get a WR Gang Notoriety of level 5. Do not be tempted to throw it in reverse at full speed and break through the iron gate in the driveway. This tactic may end up with you overturned on the street below. Instead, back out carefully, allow a homie to enter the vehicle, and follow the driveway to the front of the house. Heading through the neighborhood instead



of cutting straight for the highway keeps a lot of the riff-raff off your tail. When you finally hit the highway, follow the GPS to the Forgive and Forget.



The car is very fast, but also quite fragile. Drive swiftly but cautiously. Take a shortcut through Freckle Bitch's and through the parking lot of the gas station to the south. This will throw some Rollerz off your tail and get you closer to Forgive and Forget.



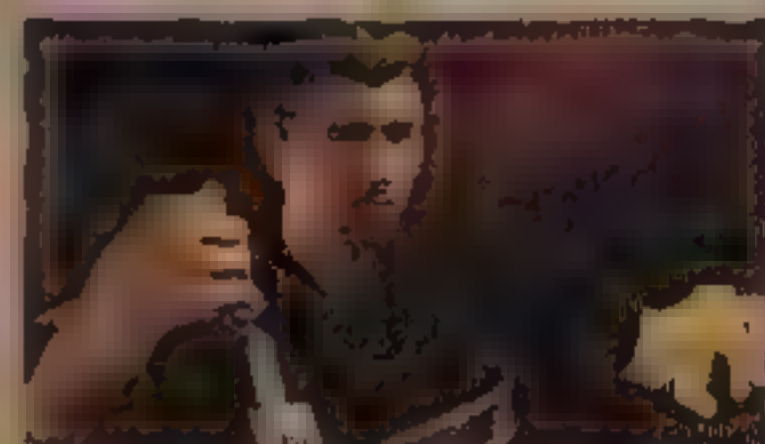
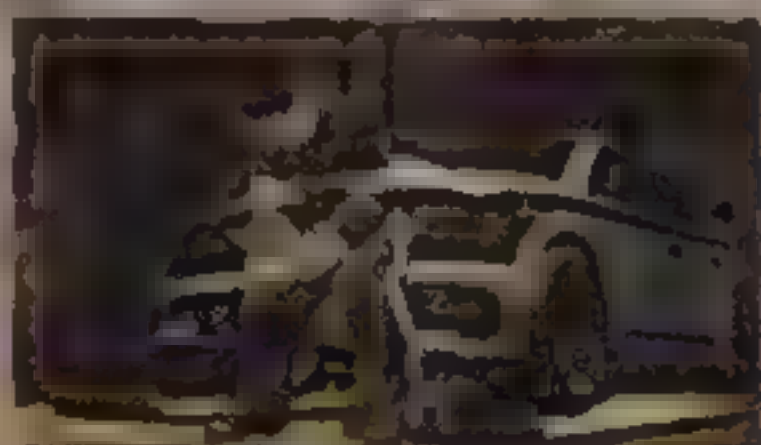
3rd Street Saints missions

These missions are reached after completing the main story missions, which means: taking over all strongholds, beating all missions (Vice Kings, Los Carnales, and Westside Rollerz), and successfully pushing back all territories being invaded. Once this is done, the following happens:

3rd Street Saints

BATTLEFIELD PROMOTION

Julius calls to congratulate you as he drives through Stilwater. During his speech, you get to see what the other characters you met throughout the game are currently doing: Johnny is bringing flowers to Aisha, Donnie is working on Lin's car (which he fished out of the river), Dex is going to a strip club, Ben King is at the airport looking at an old picture of himself with Julius, Troy is drinking alone, and Luz is being comforted by Manuel. As Julius is about to wrap up his conversation, the police pull him over and take him into custody. Back at the church, you get the gang ready to take back Julius.



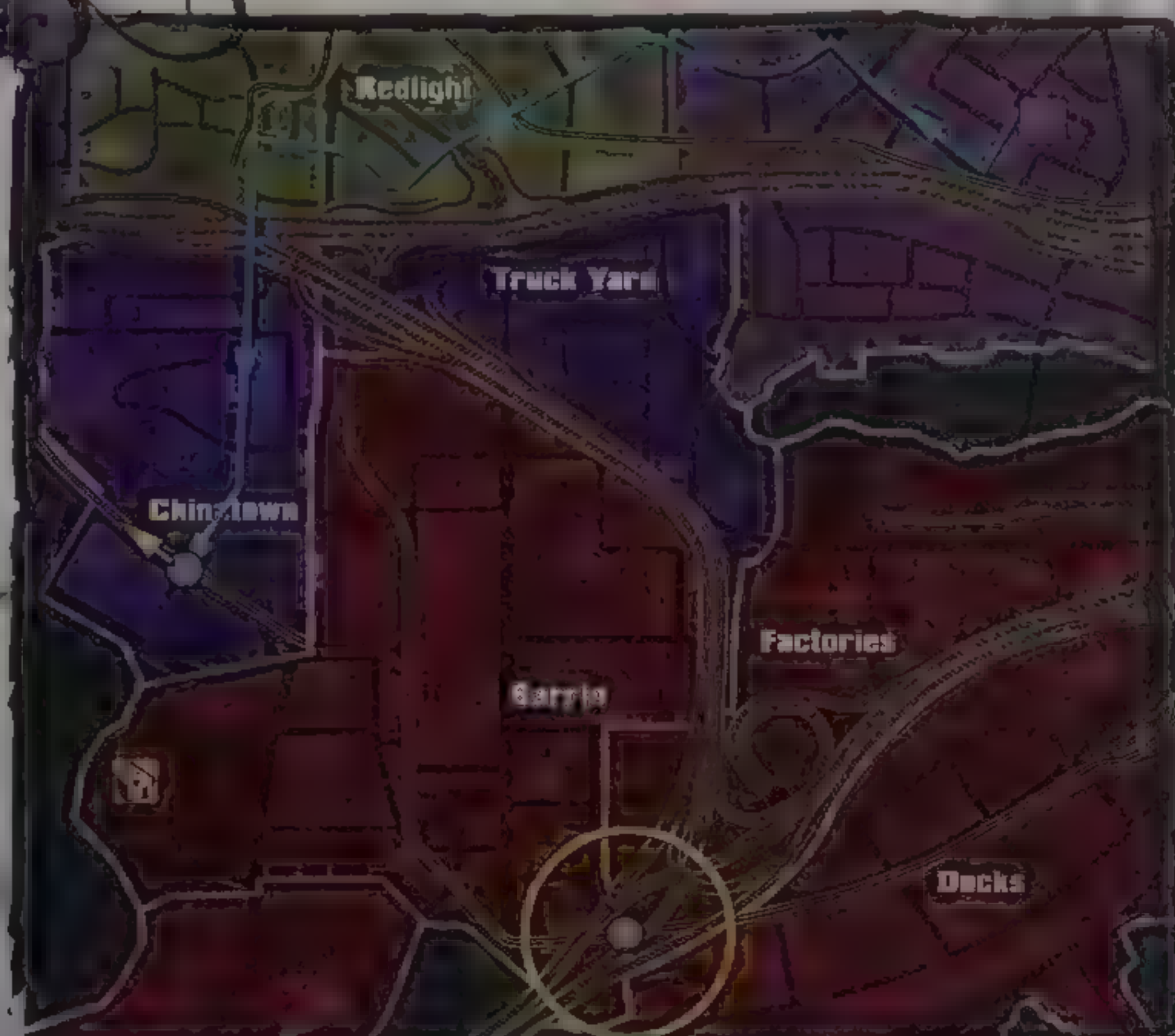
Stuffing the ballot

Objectives:

- ★ Hijack Marshall Winslow's campaign bus.
- ★ Park Winslow's bus on the train crossing.
- ★ Get out of the bus before the train arrives.

Cash Earned:

\$3,000



CHIEF MONROE PHONE CALL

"This is Chief Monroe. If you want Julius back, listen to what I've got to say. That stunt you pulled downtown with the rocket launcher cost my associates and I quite a bit of money. Now, I may not be an honest man, but I'm a fair one. So rather than turning Saints Row into a parking lot, I'm going to let you work off what you owe me. There's a mayoral campaign going on, and I want one of the candidates taken off the ballot. Marshall Winslow is in his campaign bus right now, and he has an appointment with the 8 o'clock northbound. Park that bus on the train tracks tonight, or you'll find Julius' body floating in the river tomorrow. Don't disappoint me. Julius is counting on you."



into a parking lot, I'm going to let you work off what you owe me. There's a mayoral campaign going on, and I want one of the candidates taken off the ballot. Marshall Winslow is in his campaign bus right now, and he has an appointment with the 8 o'clock northbound. Park that bus on the train tracks tonight, or you'll find Julius' body floating in the river tomorrow. Don't disappoint me. Julius is counting on you."

BUS HIJACKING

It's wise to have a carload of homies for this mission. A timer appears on the HUD and begins counting down from three minutes and 45 seconds. The clock starts when the chief hangs up. You can get a third of the way to the bus by the time the counter starts ticking if you leave as soon as the mission starts. You must overtake Winslow's



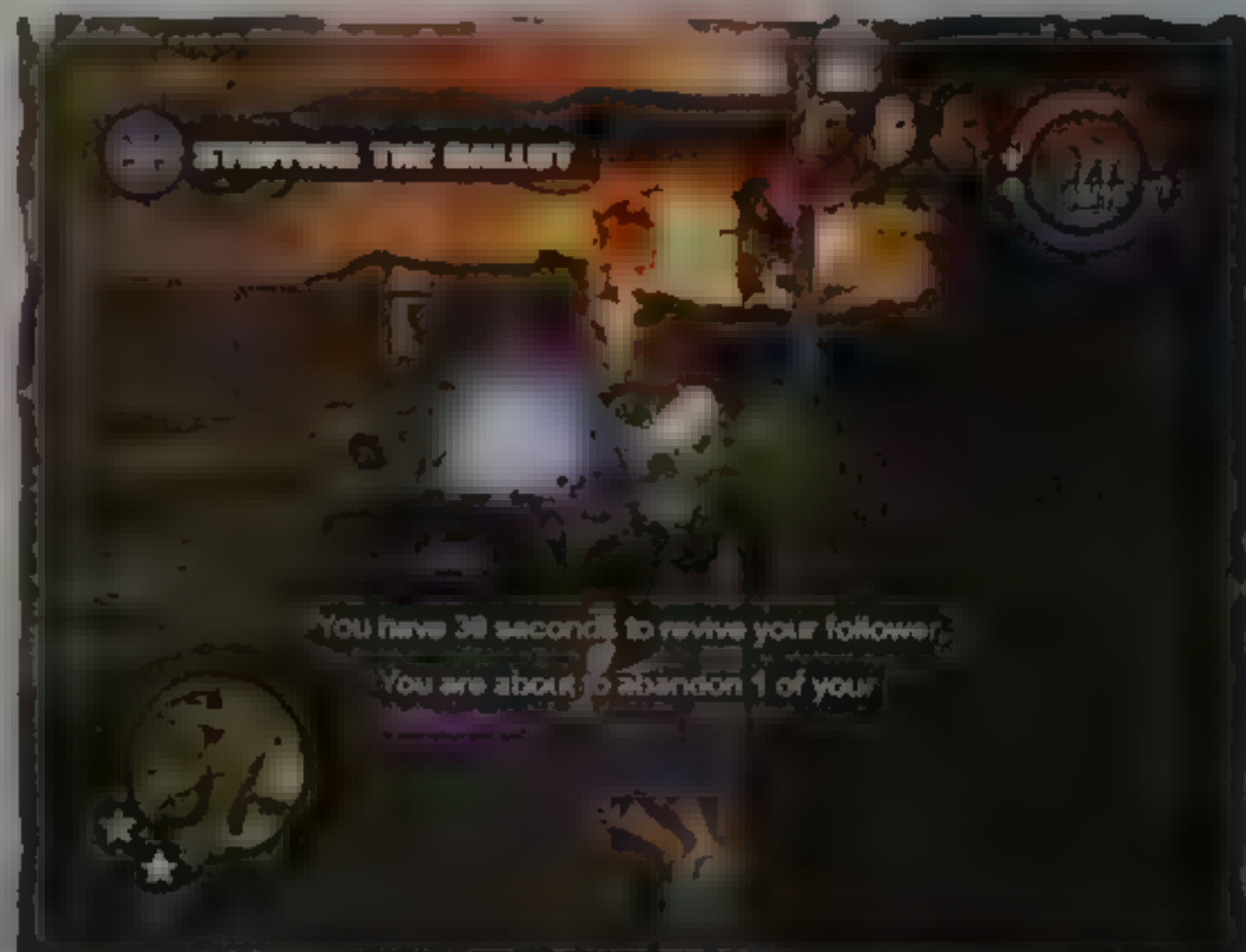
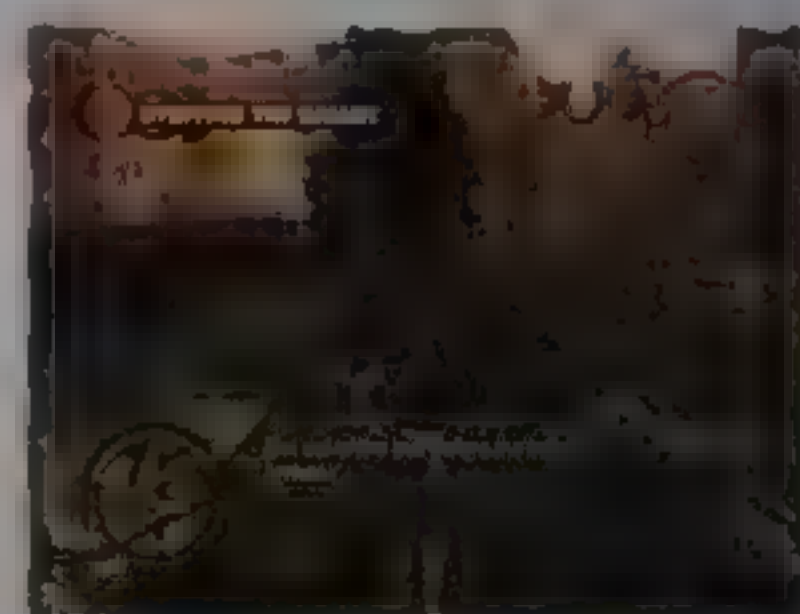
campaign bus (as indicated on the mini map) and park it on the tracks before the timer expires. If the timer reaches zero, the mission is failed; so the sooner you overtake the bus, the better.



Winslow's bus (1) is being escorted by two police cars and two more from the FBI. You can kill off the escort, then hijack the bus, or just try to hijack the bus outright. If the bus is destroyed before you hijack it, the mission is failed. The bus's condition is indicated on the HUD.



The best way to take the bus is to get in front of it and drive-by shoot the driver. When he's dead, take the wheel and follow the blue route on the mini map to the train crossings (2). Get there before the remaining time on the counter runs out, then stop in the blue marker, exit the bus, and run. Turn around and watch as the train plows through the campaign bus, killing Winslow. Mission complete.



hail to the chief

Objectives:

- ★ Go to the rooftop with Dex
- ★ Destroy all police vehicles in the funeral procession
- ★ Go to Forgive and Forget

Cash Earned: \$5,000

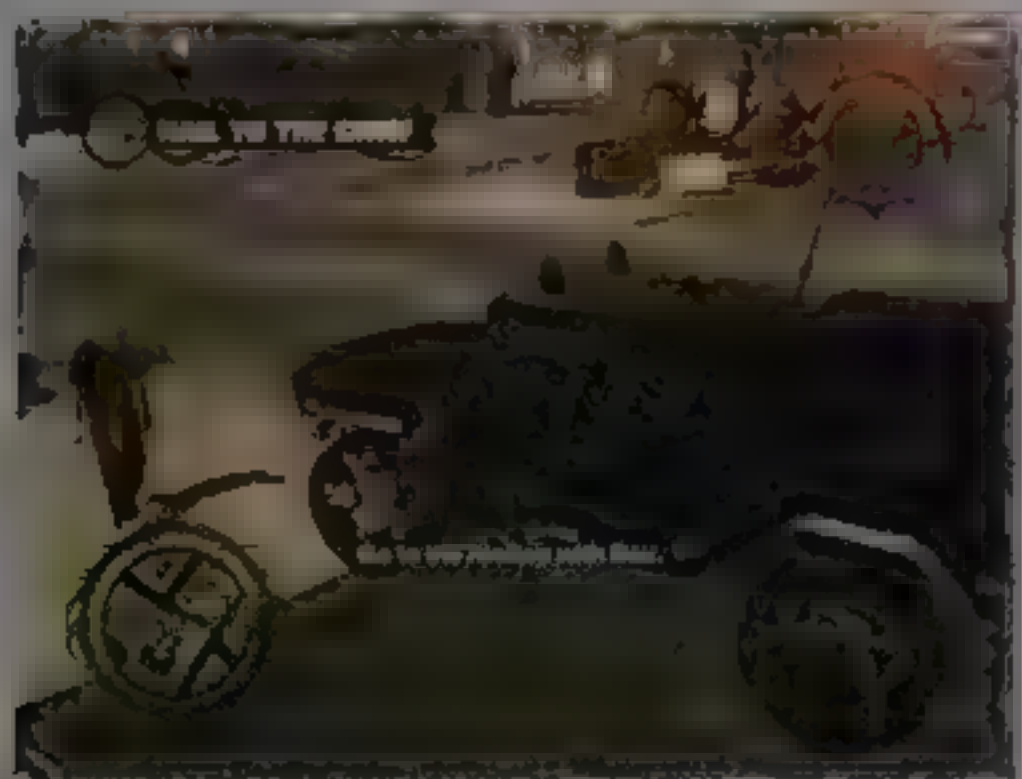
A LITTLE COMMUNITY SERVICE

You return to the church to tell Dex and Johnny that the assassination was a success. Monroe calls and says that he isn't willing to let Julius go quite yet. This enrages Johnny, who demands action. Dex decides that the best course of action is to assassinate Monroe while he's in Marshal Winslow's funeral procession. Johnny can't believe his ears, now they're thinking alike!



TO THE FUNERAL PROCESSION

Head to Friendly Fire and purchase rocket launcher ammo and grenades. Also make sure you have plenty of submachine gun and/or assault rifle ammo. You must drive to a building in High End Retail (1), which is indicated on your mini map. If Dex is killed or abandoned, the mission is failed.



Upon arriving at the building, you are instructed to go to the upper balcony to line up a shot. When you enter the blue marker above, Dex gives you a sniper rifle. He continues yapping as the funeral procession comes into view.



3rd Street Saints

There are five cop cars and a hearse with red arrows overhead. However, as Dex is talking, Johnny Gat (who is standing at the roof of the next building), fires a rocket



at the procession. Dex decides not to pull any punches since they've lost the element of surprise. He instructs you to destroy all the vehicles to make sure Monroe is killed.



TO FORGIVE AND FORGET

Now follow the blue route on the mini map to the nearest Forgive and Forget (3). This is when it's helpful to have a carload of homies. The vehicle you escape in is not likely to make it through the gauntlet of bullets and collisions along the way.



DESTROY SIX VEHICLES

A counter on the HUD displays six cars to destroy while your Police Notoriety rises to level 5. Use rockets or grenades—if they'll reach. There are police choppers in the air and SWAT teams swarming. The trick to getting



out of here alive is to leave one vehicle standing, then exit the rooftop and hop in your durable vehicle, which should be parked at the bottom of the stairs. Take off toward the last remaining target vehicle (2), then pass it, look back, and destroy it. This gives you a head start on the police, who don't target you aggressively until after the final vehicle is destroyed.

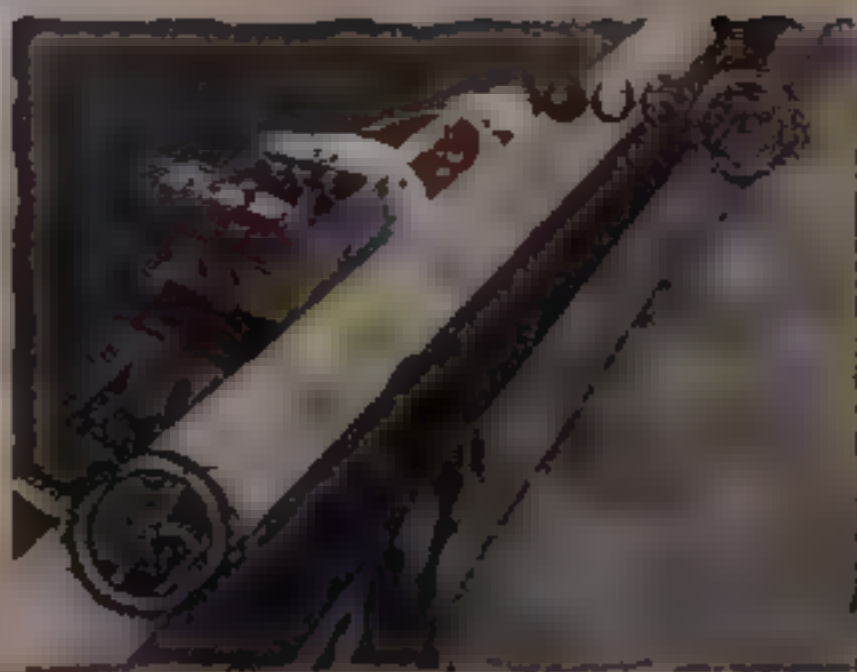
When you become swarmed by cops and your vehicle is close to damaging out, grab another ride that's in good condition—and fast. Some good vehicle choices when you're in a bind are the many cop cars, as well as the SWAT trucks from roadblocks and the FBI trucks. When you enter Forgive and Forget, the mission ends successfully.



Saints and marthas

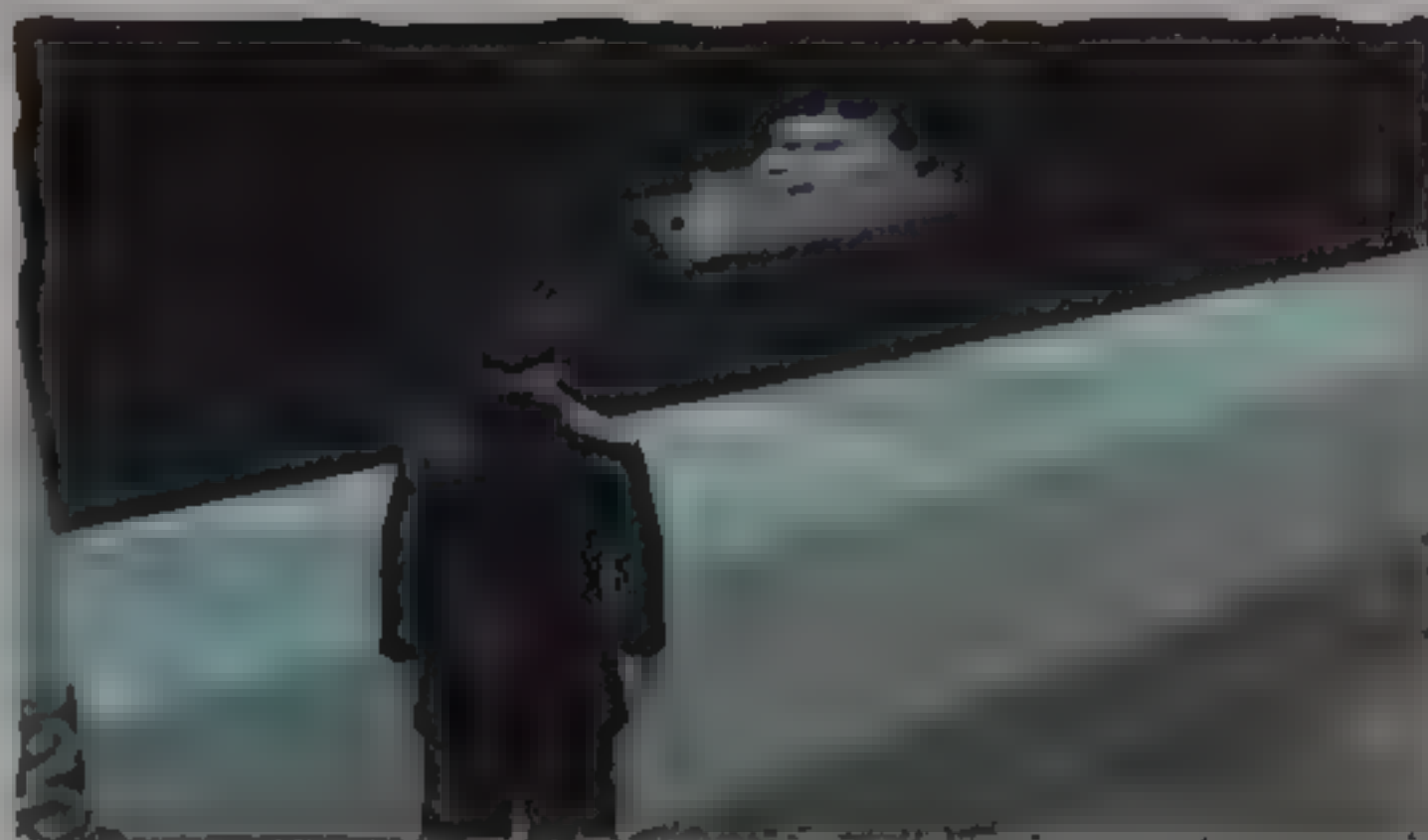
SALTING THE EARTH

Upon completion of "Hail to the Chief," Alderman Hughes calls with the following message: "Hello, young man. This is Alderman Hughes. That was quite a message you sent at Winslow's funeral... and trust me, I heard it loud and clear. Now I'd like to set one thing straight: It was Monroe's plan to strong arm the Saints; personally, I've always thought you and I could have a much healthier relationship. Now, we've had a rocky start, but why don't we fix that. Come over to my fundraiser tonight. Julius will be there, and between the three of us I'm sure we can work something out."



HUGHES' END

When you enter the marker on the dock, you board the yacht with the Alderman, who thanks you for handing him the election. As Hughes talks about his plan, several other events are happening: Johnny is asleep in bed and Aisha is staring at her watch, Donnie finishes working on Lin's car and checks the time, Luz stares out from the bridge, Troy flips open his police badge, Ben King emerges from a taxi, and Julius is seen slipping away from the docks. As Hughes finishes his speech, several goons surround you. They're getting ready to beat you down. However, before they get a chance, the sound of buzzing is heard and before anyone can react, Alderman's yacht erupts in an explosion. The lights of emergency vehicles light up the skyline as the screen fades to black.



3rd Street Saints

activities & extras





activities

All Activities are available from the beginning of the game after completing the Saint's "Back to Basics" mission. They appear as question marks on your maps, until the fog of war is lifted. A simple visit lifts the haze.

Vice Kings, Los Carnales, and Westside Rollerz all have a unique version of each Activity. For example, there are four Snatch activities with eight levels within each of three of the gang territories, and another two in the fourth gang territory. During gameplay, all Activities are played by the same rules; however, there are slight variances—the enemy gangs within each Snatch location differ, the challenge is altered, and the storylines are unique. Each set of three Activities is singularly located in one of the three gang territories, Saints excluded. All Activities follow this pattern: each Activity has three missions, and each mission has eight levels. There are only two 3rd Street Saints Activities—two levels of Snatch and eight levels of Demolition Derby.

Activity progress is displayed in the Pause menu. This helpful feature is found under "Info/Activities." This screen allows you to see which Activities have been completed, along with other details. Say, for instance, you have borrowed money from the Loan Office. You can access "Info/Activities" and scroll to "Loan Office" to see how many days remain before someone comes to break your legs.

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racing

Unlocks:

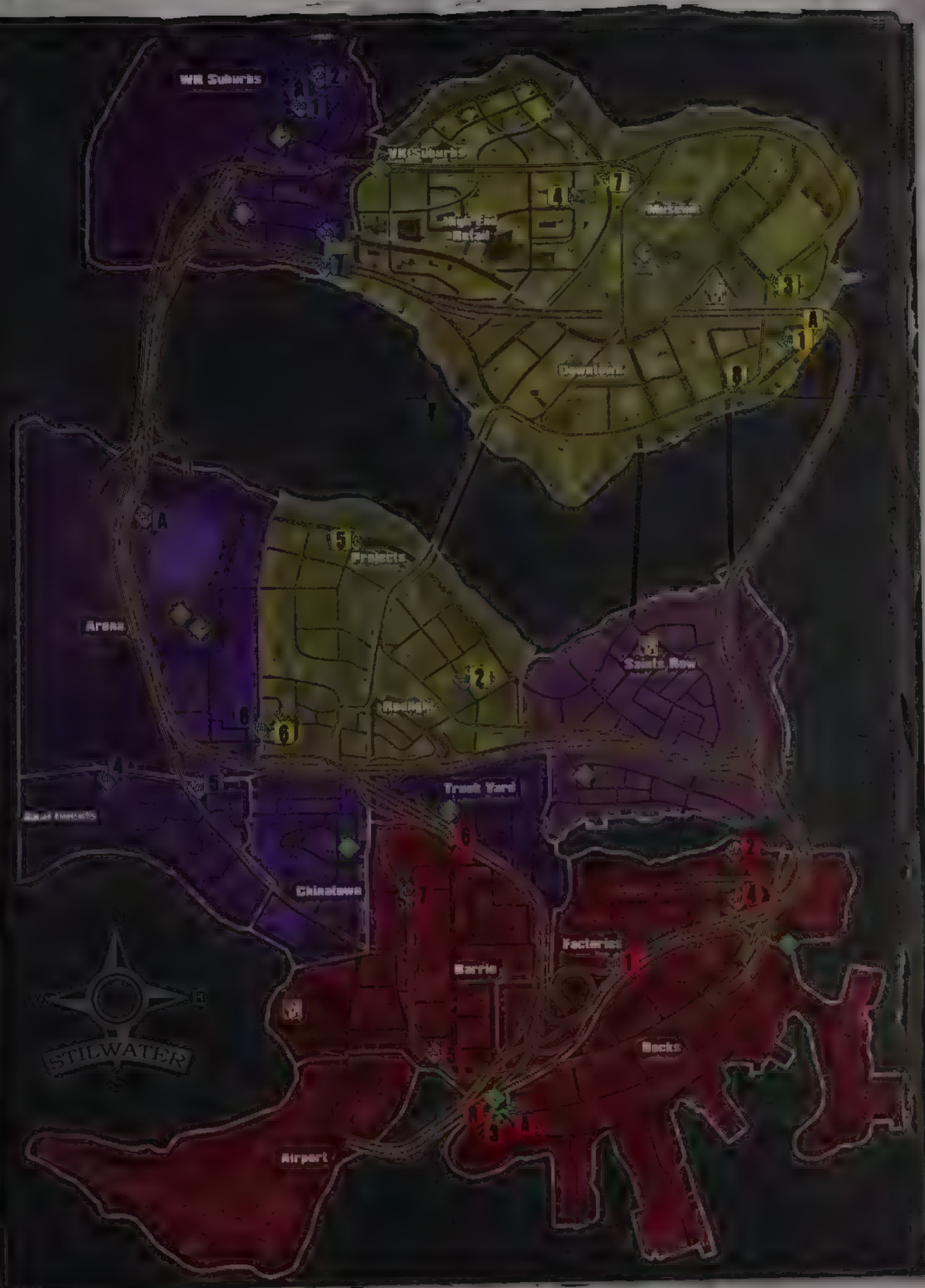
- ★ First Location Complete. 10% discount off customization items at Rim Jobs.
- ★ Second Location Complete: 20% discount off customization items at Rim Jobs.
- ★ Third Location Complete: 30% discount off customization items at Rim Jobs.
- ★ All Racing Complete. 50% discount off customization items at Rim Jobs.

Racing Activities appear on the map as little checkered flag icons. There are three Racing locations (one for each gang). When you complete one of the eight levels of a particular race, the flag icon—representing that Activity—moves to a new position on the map. This indicates the next starting line. It always moves within the territory of the particular gang associated with that race. If you fail the race and want to try again, you must enter the race marker, which is usually located a short distance away from the new starting line.



VIDEO FOOTAGE

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Locations

vehicle selection

No matter which vehicle you choose to race with, the AI will always select a vehicle in a similar class. If you bring an Italian sports car, the AI chooses similar high performance vehicles as competitors. So, you can't *easily* out-perform the AI that way. However, we did find a way to trick the AI with vehicle choice. It takes a little work, but it's worth it. Complete the Demolition Derby Activity to unlock the two special Derby Cars. Add nitrous to them at Rim Jobs and you have two beaters that no other AI-chosen vehicle can threaten. The AI pits you against other "typical" vehicles of the same vehicle class of the Derby cars, and there's your advantage. It chooses pimp cars and low cost muscle cars. The Derby cars offer a little more than that.



handbrake tap

The only way to corner sharp turns quickly is to tap the emergency brake as you crank the wheel through the turn. This breaks the traction of the rear tires, making the back end of the vehicle whip into the newly intended direction; thus, sharper and faster cornering. Normal braking will not do this.

mechanics and cribs

Damaging out a vehicle is the worst way to lose a race... mentally. Always remember that the condition of your vehicle is ultimately within your own control. Here's the nice thing about these race locations: Just around almost every starting line is a Rim Jobs or a Crib. Just before a race (or after a failed race), stop by a Rim Jobs and get your vehicle repaired so it will be in pristine condition for the next race. If you total a vehicle during a race, you can withdraw any car that's in your inventory from the nearest Crib or Rim Jobs. You can repair your damaged vehicle after spawning it from either the Crib or Rim Jobs—a nice feature.



flaming barrels

Flaming Barrels are used to mark the starting line and checkpoints within the course. Between the barrels is a fiery line of gasoline. Avoid hitting the barrels; they cause damage to your vehicle. Hit enough of them and you could destroy your vehicle completely. You cannot drive around the fire or barrels; you'll miss the checkpoint and have to turn around and drive through it to remain in the race.



Vice Kings

Occupational Hazard

Location: Downtown District

The Vice Kings lost one of their street racers and invite you to fill his spot at the next event. After the cinematic, drive to the first race location as indicated on the mini map.



Race Level 1

Location: Brighton, Downtown

Cash: \$100

Respect: 700

This is a multi-checkpoint race through downtown (Yellow 1). It's a single-lap race to the finish line. Cut the corners where you can (the AI doesn't usually cut city-block corners). Also spin out competitors by pushing left or right on their rear quarter panels. This is especially easy in corners, but don't be surprised when they return the gesture. To avoid having the P.I.T. maneuver performed on you (this is what the aforementioned law enforcement move is called), slightly turn in the direction the opponent

is pushing the rear of your vehicle until you can break free. You could hit the breaks or make a radical swerve, but this might cost you your race position.



Race Level 2

Location: Rebadeaux, Downtown District

Cash: \$250

Respect: 800

This is a three-lap race through the Rebadeaux area of the Red Light District (Yellow 2). There are few straightaways, so the course is all about control around tight corners. Use the Handbrake and Derby Car tips (see our Handbrake Tap Tip) to get ahead of the pack. With so many turns, it's easy to knock cars out of the way with a little rear end push



Race Level 3

Location: Amberbrook, Museum District

Cash: \$500

Respect: 900

This is a long, checkpoint race with a dash across the museum lawn (Yellow 3). Find the most direct shot through the two lawn checkpoints while avoiding the tree on your way back onto the street. Use the pond embankment to your advantage. Swerve right of the tree

to get back on the main road sooner than the AI cars. This course is full of straightaways, allowing you to NOS it multiple times to leave the competition in your dissipating vapor trails.



Race Level 4

Location: Nob Hill, High End Retail District

Cash: \$1,000

Respect: 1000

This is a three-lap race through the High End Retail area of Vice Kings territory (**Yellow 4**). There are a couple of sharp turns that, if taken wide, could cost you the lead position. Watch the sharp corner just before the fourth checkpoint. Normal braking is recommended to slow down before a cautious handbrake turn. The tree planter on the



outside of the turn can really throw a wrench into things. Otherwise, the straightaways are plentiful, but not very long; just long enough for a single nitro boost.

The alley section behind Brown Baggers is the most energetic part of the course, with its series of sharp turns and obstructions. Take it slow and easy to avoid missing the checkpoints, ending with the sharp turn under the raised highway.



NOS it past the apartment stronghold and under the overpass. Slow down as you head out of the tunnel to keep your air time to a minimum. You may miss the turn if you don't get your tires on some pavement. If you angle your launch to the right as you exit the tunnel, you'll sail right toward the next checkpoint without even hitting the ground to make the turn.



Race Level 5

Location: Sunnyvale Gardens, Projects District

Cash: \$1,500

Respect: 1100

This is a checkpoint race through the projects. There are a plethora of tight corners, some sharper than 90 degrees. Just beyond the start (**Yellow 5**) is a right turn for the first checkpoint. Cut across the sidewalk and parking lot—your AI competitors won't.



Just before the next checkpoint is another sharp right turn. Don't be afraid of the bus stop—run right through it for another great shortcut. Again, one the AI racers won't consider taking.



Race Level 6

Location: Shivington, Projects District

Cash: \$2,000

Respect: 1200

This is a challenging race (**Yellow 6**). There are no laps, just point A to B. The finish is to the north in Amberbrook. All competitors split into two directions almost immediately after passing the starting line. We found it easier to follow



the cars that split to the right. Turn left five streets up. This route becomes the bridge (a nice straightaway) that leads into the downtown area. NOS it as soon as you hit the bridge road.

Keep using NOS until you're over the bridge, then take the right at the end of it; follow the GPS route. You may find it easier to keep straight and forge your own route to the finish. Occasionally, a sly AI driver may do the same, but the straightaway right at the bridge is ideal for multiple nitrous shots, making any other route the long way.

Don't worry about the competitors and just drive sensibly for the tight corners in the beginning. Once you hit the highway, NOS it several times. Get a good lead, then take it easy through the tight cornering during the last few checkpoints of this course.

Race level 7

Location: Nob Hill, High End Retail District

Cash: \$3,000

Respect: 1300

This is a marathon checkpoint race that begins in the High End Retail area (**Yellow 7**) and ends far to the south, across the river in Prawn Court. The beginning and end sections of the course are riddled with difficult sharp turns, but the majority of the race (across the river along the highway) is nothing but straightaway.



Race level 8

Location: Brighton, Downtown District

Cash: \$5,000

Respect: 1400

The final race (**Yellow 8**), in all Race Activities, is a course constructed by daisy-chaining previous races. They are long, sometimes trying races, but never dull. They seem

very familiar, since you have technically already raced, mastered, and beaten them before. The biggest concern in these lengthy affairs is vehicle health.



The races can be brutal on your vehicle, and there's no time to stop at a Rim Jobs shop while the race is on. Concentrate on avoiding collisions and flame barrels rather than on taking turns at breakneck speeds. If you need more specific help with this race, look no further than the racing tips at the beginning of this section.



Los Carnales

Straight and narrow

Location:
Poseidon Alley, Docks &
Warehouse District

This Racing circuit is found in an alley at the Docks (see map icon: **Red A**). The Los Carnales contact warns you that the tuners in this area don't play nicely. He's being "straight" with you. Go get 'em tiger.



Race level 1

Location: Black Bottom,
Factories District

Cash: \$100

Respect: 700

The first Carnales Race level is a fair distance from the job pick-up location. Follow the GPS route to Black Bottom in the Factories District (**Red 1**).

The first turn in this challenge swings very sharply and downhill to the right. Take it easy here or you'll mess up the entire race before you even really get into a groove. There's a great shortcut opportunity at the next corner (at the bottom of the hill). Take an early left up and over the curb, across the sidewalk, and through the wooden fence. Then cut through the parking lot and head back onto the course, breaking through the second wooden fence. Now that's a shortcut!



A few sharp turns later, you're racing past the police station toward Southern Cross. Use a nitrous shot in this

straightaway, then circle the block. Slow down through the sharp city-block turns and save your speed for the last straightaway toward the airport finish line.



Race level 2

Location: Fox Drive,
Factories District

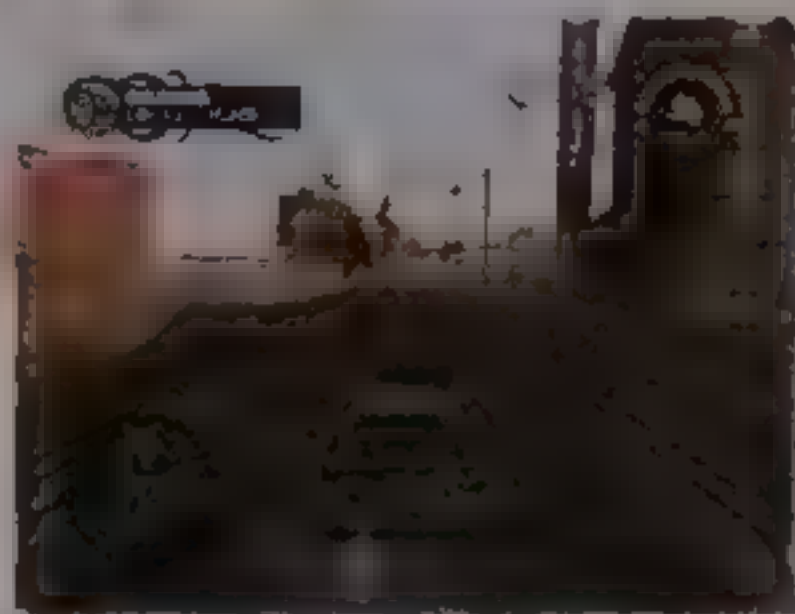
Cash: \$250

Respect: 800

This is a unique and challenging race through a train yard. The track is basically a small oval (**Red 2**) course that circles the block. There's only one stretch of road that's easy to navigate. From the start, you should cut to the right and draw a line across the parking lot, moving from the starting line to the opening in the back gate. Cut across the lot by sailing through the gap created by the overturned, green water tower and the large girder to the left of it.



Take the corner, leaving this lot slowly and sharply, but not so sharp you hit the nearby tree. Drive along the leftmost rail and drive across the smooth pavement on the left side of the shelter that the track runs through. Continue along the side of the track and slow down toward the end. Pass carefully through the stopping blocks to avoid going airborne off one and/or hitting the trailer bed beyond it. The next turn takes you onto the street for the only uncluttered straightaway in the course. Good luck!



There are opportunities to PIT maneuver the opponents in every turn, especially on the gravel where it's harder to avoid being pushed. Take it easy around the dock



warehouse and use nitrous on north side of the building as you exit the docks, then use another dose as you make the final right turn toward the finish.



Race level 3

Location: Poseidon Alley, Docks & Warehouses District

Cash: \$500

Respect: 900

This is a short course (**Red 3**). There are no laps; it's just race through the docks area. The first right turn is critical. Avoid running over the short wall on either side of the

first right turn. As soon as you're past this, cut across the lawn to your left to chop off the next left corner. The AI will not cut this corner, giving you an advantage.



Race level 4

Location: FOX Drive, Factories District

Cash: \$1,000

Respect: 1000

This is a two-lap race through the factories area (**Red 4**). It's a large, nearly oval course with difficult turns and unusual terrain—railroad tracks. Be extremely careful in the first turn. This is a sharp right turn on the top of a hill. Just beyond the corner is a steep incline with a parking lot below. If you go over the edge, you've pretty much thrown in the towel. Carefully turn in between the short wall and the train cars to pass the next checkpoint. Try to drive with minimal steering corrections while racing over the rails to avoid the uneven ground, which can throw you off course. Turn onto the road to the right as early as possible to cut the next corner.



What follows is a series of very difficult turns that should be taken slowly. Access the warehouse parking lot and drive carefully on the dirt road behind the building into another parking lot. As you clear the lot and take the final left turn back onto the main road, use nitrous as you climb the hill under the overpass and pass through the final checkpoint. Proceed with caution here on the first lap; too much speed could send you over the embankment.



Avoid the telephone pole as you veer left off the tracks. Take the next back lot course carefully—don't try to speed through it. Just execute the turns as tightly as possible to maintain your position. When you cross the tracks again, head east toward the main road. Get on this street as soon as possible so you can use NOS through the final straightaway.



Race level 6

Location: Copperton, Truck Yard District

Cash: \$2,000

Respect: 1200

Race level 5

Location: Encanto, Barrio District

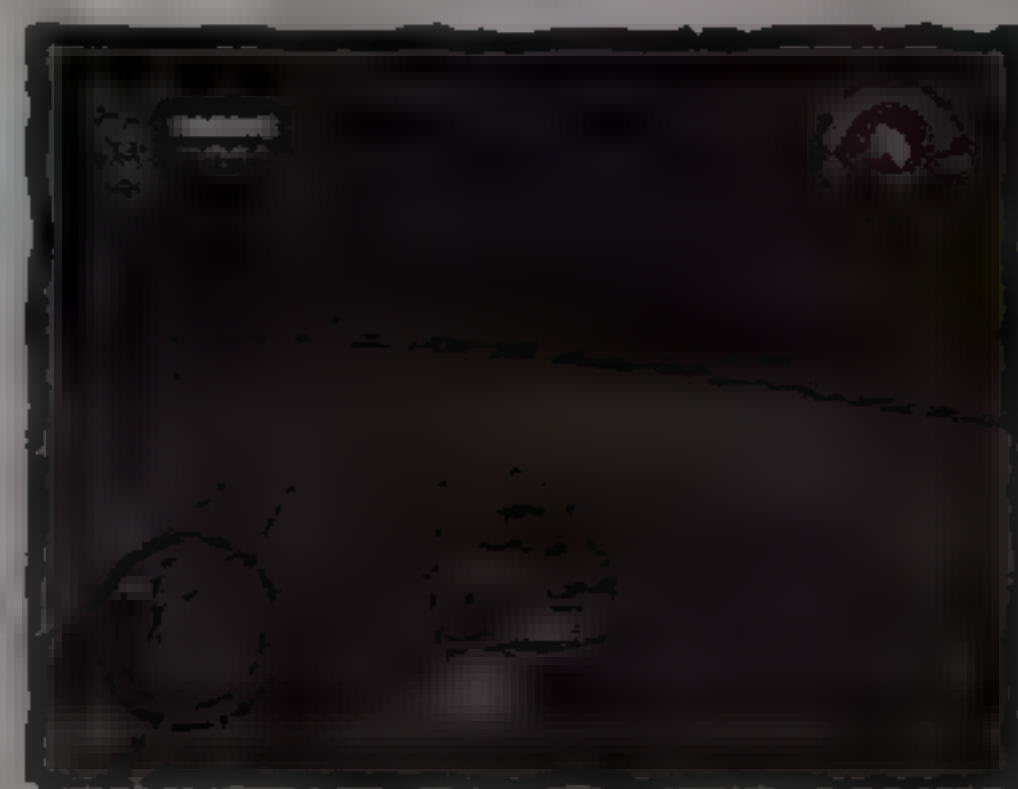
Cash: \$1,500

Respect: 1100



This is another difficult course (**Red 5**), one made up of railroad and back lot driving. Do your best to stay away from the competitors from the start so you can line up for the railroad just ahead to the right. Drive between the first railcar stopper and the left rail column. Hit the stopper and you may not be able to take the lead.

This is a lengthy and challenging course (**Red 6**) without any laps. It's mostly straightaways, which allows you to use multiple NOS hits in quick succession. Cut across the grassy median as you enter Cecil Park for a straight shot toward the checkpoint after leaving the cloverleaf area. Use multiple NOS hits in Charlestown, then navigate carefully to the left to access the freeway on-ramp. Keep using your NOS hits on the freeway. Circle Freckle Bitch's carefully to hit all the checkpoints around it, then start firing the NOS as you get back on the highway.





Don't miss the left turn onto the road from the dirt path in Copperton; otherwise, you'll be stuck on the wrong side of the guardrail. Just beyond this point is the most difficult area in the course. Keep your eyes on the left road wall, as well as the GPS route. You must drive through the small opening in the road wall. The first one has a dumpster behind it, so don't use that hole. Drive through the

The final right turn to the finish line is the most difficult and critical point on the course. The opening on the dirt road is narrow and tight and lined with obstacles. If you hit one of the rocks lining the corner, you could lose your position—and the race. Pay close attention here.



next one and you'll have a straight shot toward the next checkpoint on the road just behind the wall. Just a couple simple corners and a straightaway lie ahead to the finish. Use nitrous!

Race level 7

Location: Southern Cross, Barrio District

Cash: \$3,000

Respect: 1300

This course (**Red 7**) is nothing but straightaways for NOS-crazed road burners! But beware, there's always a 90-degree corner at the end of every one.



Race level 8

Location: Poseidon Alley, Docks, Warehouses District

Cash: \$5,000

Respect: 1400

This course (**Red 8**) is a combination of previous Los Carnales challenges. As long as you remember all the tricky corners and preserve the condition of your car, you'll do just fine. You've made it this far, so you know the pieces that make up this course. Once you have the lead, use a couple more NOS hits in the straightaways to secure

your lead. Then, take it easy and concentrate on good cornering to maintain your advantage and avoid careless mistakes.



westside rollerz

on the line

Location: Ulterior Dome, Arena District

You drive up to the arena (**Blue A**) just in time to catch an illegal street race that's being organized. The Rollerz gang girl directs you to the starting line.



race level 1

Location: Misty Lane, Suburbs District

Cash: \$100

Respect: 700



This race (**Blue 1**) begins in the suburban neighborhood. After passing through the starting line and the first checkpoint, slow down for the right turn onto the highway and take the turn slowly; you can easily overshoot this checkpoint if you're not careful. Once around the block, you can shoot across a lawn to head straight for the flaming checkpoint in the alley behind the strip of stores.

You re-enter the same suburban neighborhood and pass through a checkpoint at the starting position. This time you'll turn left

onto the highway and NOS it to the finish line where the freeway begins.

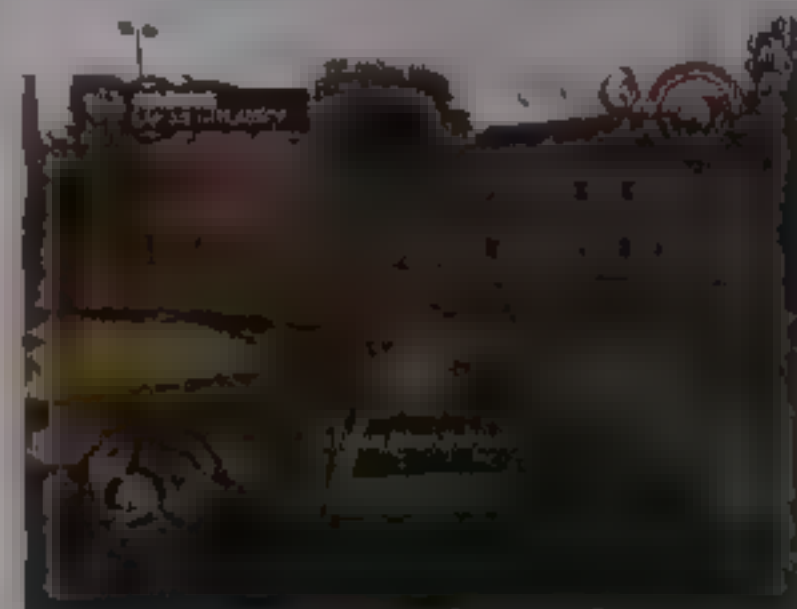
race level 2

Location: Misty Lane, Suburbs District

Cash: \$250

Respect: 800

This race through the suburbs (**Blue 2**) is less about speed, and more about skilled cornering. There's no safe place to use a hit of NOS. Once you've mastered rounding the inside of the long corner around the car dealership, you've got it made. Master this turn and you'll get a sufficient lead on the AI competition.



race level 3

Location: Tidal Springs, Suburbs District

Cash: \$500

Respect: 900



This race (**Blue 3**) is a cakewalk if you have a car equipped with nitro. The course is almost entirely straightaways—on the freeway and through the aqueduct. Beyond this point, it's yet another straightaway to the finish near the airport. NOS the entire way!

Race level 4

Location: Somerset,
Apartments District

Cash: \$1,000

Respect: 1000

This is a three-lap race on an oval course in the Apartment District (**Blue 4**). There are corner-cutting opportunities on almost every turn. Use NOS in the straightaway just before the starting line as you complete each lap. Be careful of competitors attempting to perform the P.I.T maneuver on you in the turns. Deal them some of their own medicine and push them out of the race in the corners.



Race level 5

Location: Somerset,
Apartments District

Cash: \$1,500

Respect: 1100

The first difficult area of this race (**Blue 5**) is between the ninth and tenth checkpoints. This is where you leave the highway and head back into the apartment block. You must drive carefully between a brick wall and a tree in a small alley-like path. Mess up here and it could cost you

the race. Drive between the right side of the tree and the right wall. The next difficult turn is on the oriental bridge in Chinatown that leads into the city. Use a fast handbrake turn here, then carefully navigate the city block corners to the finish line. If you mess your car up, stop in the nearby Rim Jobs to repair your ride for the next attempt.



Race level 6

Location: Pleasant View,
Arena District

Cash: \$2,000

Respect: 1200

This race (**Blue 6**), which is picked up in the Pleasant View area of the Arena District, has no laps. There is, however, plenty of straight road as you drive around the arena and continue onto the freeway. Use these straightaway opportunities for NOS hits. Once you have secured your lead, you can be more cautious in the tight corners of Prawn Court and Shivington. Nitro through Chinatown, but slow down for the Somerset curves. You work your way back toward the arena on the city streets. Use NOS on these long, straight streets.



Race Level 7

Location: Tidal Spring,
Suburbs District

Cash: \$3,000

Respect: 1300

If you have nitrous installed in your vehicle, this race (Blue 7) will not be a problem. It begins in south Tidal Spring, which is nothing more than a dash to the freeway. Be careful of following the GPS route; it tends to lead you under the train's raised platform, which is riddled with support columns that are easy to get caught up in. Instead,



cut through the parking lots before the train platform, then take the main road to the freeway. Nitro through the rest of the courts to the finish line in Ezpata.



Race Level 8

Location: Misty Lane,
Suburbs District

Cash: \$5,000

Respect: 1400

This is another level 8 street race (Blue 8). It's a combination of previous races in this gang's Race Activity. If you've made it this far, then you've mastered the previous tracks. You know the shortcuts and corner cutters, as well as where to NOS in the straightaways. For help with individual areas of this course, refer to our tips on the previous seven. The condition of your car should be your primary concern. Keep away from flaming checkpoint barrels and the aggressive opponents as much as possible.



Snatch

Unlocks:

- ★ Completing 3rd Street Saints Snatch unlocks Will (homie).
- ★ Completing LC Snatch unlocks Pimp Suit and Hat.
- ★ Completing VK Snatch unlocks Pimp Jewelry.
- ★ Completing WR Snatch unlocks Special Baron Vehicle, which is placed in your crib garage.
- ★ Completing all Snatch Activities unlocks Pimp Cane Shotgun at cribs.

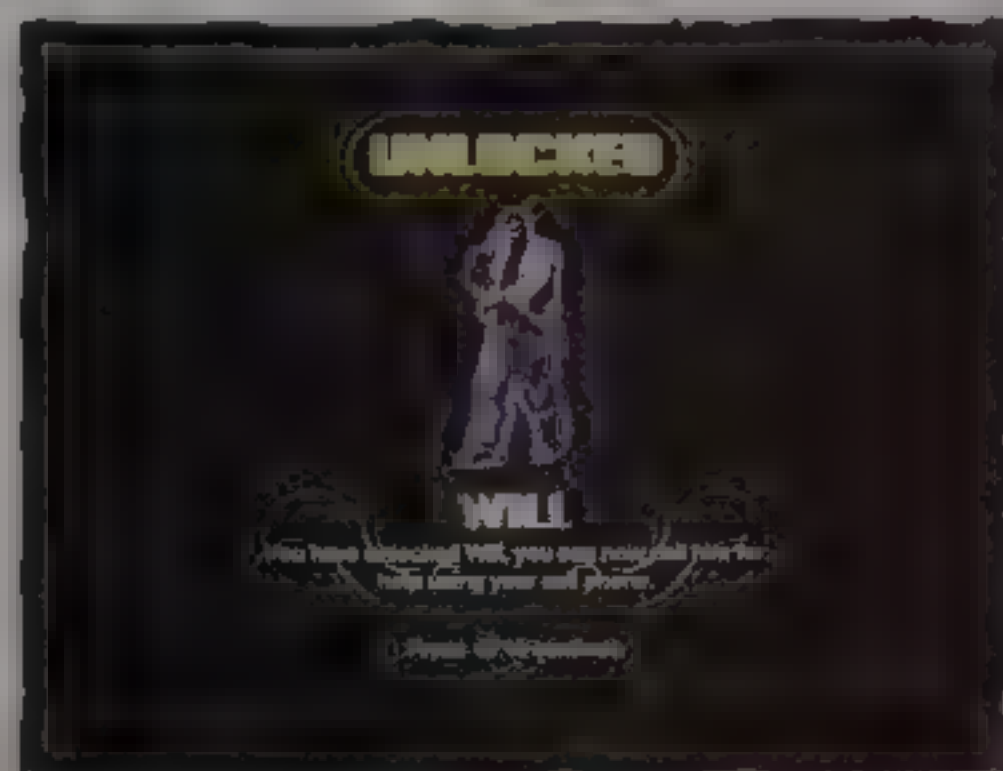
Follow the teal route on the map to the first hooker and pimp location. The abusive pimp is wearing a blue coat and has a red arrow overhead. The prostitute has a green arrow overhead. Use a drive-by attack to take out the pimp, or exit the vehicle and shoot or beat him up. Once he's out of the picture, you can recruit the hooker by pressing up on the Directional Pad—as long as you are within a reasonable distance. Get in your car and take her



back to the brothel—follow the blue route back to where you started the mission—to complete the level and collect your hard-earned cash and Respect.



In level 2, you have four minutes to recruit two prostitutes. If one dies, so do your chances for completing the level. If one drops, you have 30 seconds to revive her. Completing the second level unlocks "Will." Not only is Will a helpful gunman, but he's also got an awesome, purple Hammerhead muscle car! He's only a phone call away, if he's game.



Activities

There are two levels of 3rd Street Saints Snatch, which is named, "But it Sure is Fun." These two levels are usually played when you begin the game, as you need more respect to continue with the main missions. Beating them unlocks Will, a homie who can be reached via cell phone. All other Snatch Activities have eight levels each.



Objective

The objective in all Snatch missions is the same: rescue hookers from their abusive pimps and bring them back safely to the brothel to earn cash and respect. You can even return more than the required number of girls to earn extra cash.

3rd Street Saints Snatch

But it Sure is Fun

Enter the purple pimp hat marker on the sidewalk in Harrowgate. The pimp has a weak selection of prostitutes and needs your help to recruit some of a higher quality.



A time limit and the number of ladies you need to deliver to the brothel appear on the HUD. These figures change with each level. In the first level, you need to deliver only one hooker, but two are available. You are given three minutes and 10 seconds to complete the challenge.

WESTSIDE ROLLERZ SNATCH

Daddy's Girls

The fat, drunk, wife-beater-wearing resident of the rusty green trailer near the Ultor Dome pleads for your help to bring his daughters back home



All of daddy's little girls are generally located in the arena area. Time isn't usually an issue for completing the eight levels. The main issue as you reach the higher levels is survival. The key is to recruit a car full of homies every chance you get. When you recruit 'hoes, the homies in your party are automatically released from your party. But thankfully, only the number of homies needed to make

room for hookers leaves the vehicle.



The homies fend off the Rollerz and help stop the pimps in moving vehicles. You must damage a pimp's ride to a certain degree to make him and his crew exit the vehicle. Once out, you can kill him and recruit his hookers. Remember, you cannot recruit these ladies while their pimp is alive.



It's best to study the map at the beginning of each Snatch level to determine which pimps (red, square blips) are in vehicles and which are standing on the side of the road.



This is easy to spot on the map. The prostitutes (green blips) do not appear on the map if they are inside a car. Spot them on the map and you've found an outside pimp.



VIDEO FOOTAGE

DELIVER THE GIRLS FOR RESPECT AND CASH

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It's much easier to take out the pimps on the sidewalks first. Sometimes as you are delivering girls to daddy, the pimps in vehicles damage out their own vehicles and end up on foot. So always save the driving pimps as a last resort to get hookers.



At Snatch level 4, you must make multiple trips to pick up and deliver girls to daddy. Once you have more hookers to pick up than seats available in your vehicle, you must make multiple trips within the time constraints. In levels 6-8, you must deliver a total of six girls. Do your best to avoid getting any of them killed during the rescue so you only have to make two trips with a carload of three girls.



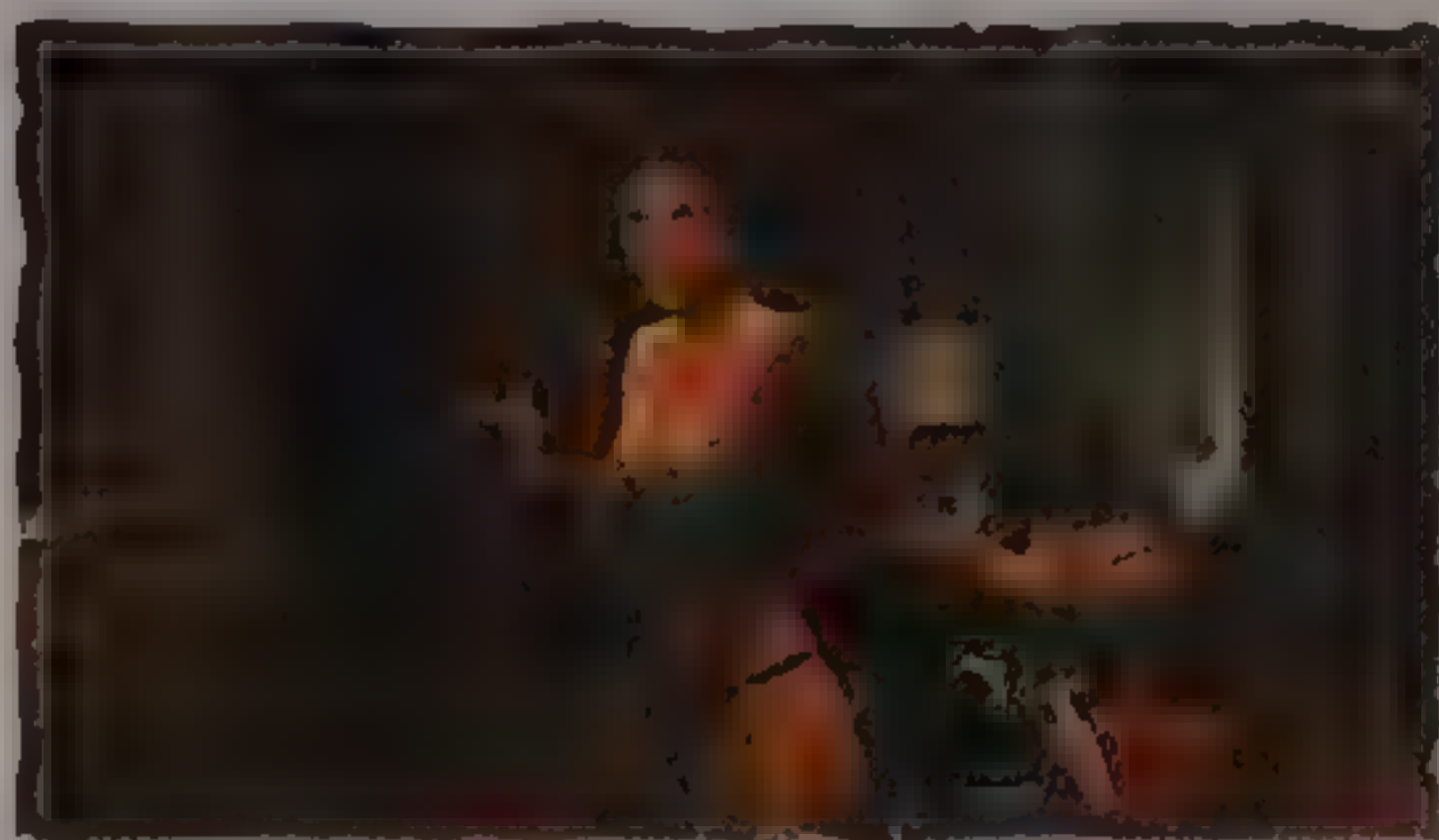
Finally, be careful who you recruit as far as homies. It's best to only recruit male Saints. The reason becomes clear when you start picking up hookers. Once in a vehicle, the only way to know how many girls you have in the car is to look up at the HUD. You may see three girls' faces, but one of them may be a female homie of yours.



LOS CARNALES SNATCH

Separation Anxiety

This Snatch Activity is started by entering the Snatch marker in Cecil Park, Barrio District. The ritziest brothel in town has been robbed of its hookers. Help the sexy madame get her girls back from the Los Carnales.



After a few levels of Los Carnales Snatch, you get a feel for the streets around the brothel and learn how to out-drive the pursuing Carnales. It's often better to just take out the drivers of the pursuing vehicles than it is to try to outrun them.



Their continuous gunfire could damage out your vehicle, and that could result in your being smoked or the death of some of your prostitutes.



If you've already gained control of this territory, then there are usually Saints on the corner west of the brothel around the theater. Stop here often to pick up a carload of homies after dropping off girls at the brothel. This helps with the intense battles that occur in the later levels. Make sure to stop by Friendly Fire or your cribs often to replenish ammo. And it's always helpful to have your items menu full of food in case things get real bad. Remember, you can always call 911 for a quick solution to your healing needs.



This Activity plays out similar to the WR's Snatch Activity. For more information, read the Westside Rollerz Snatch tips.



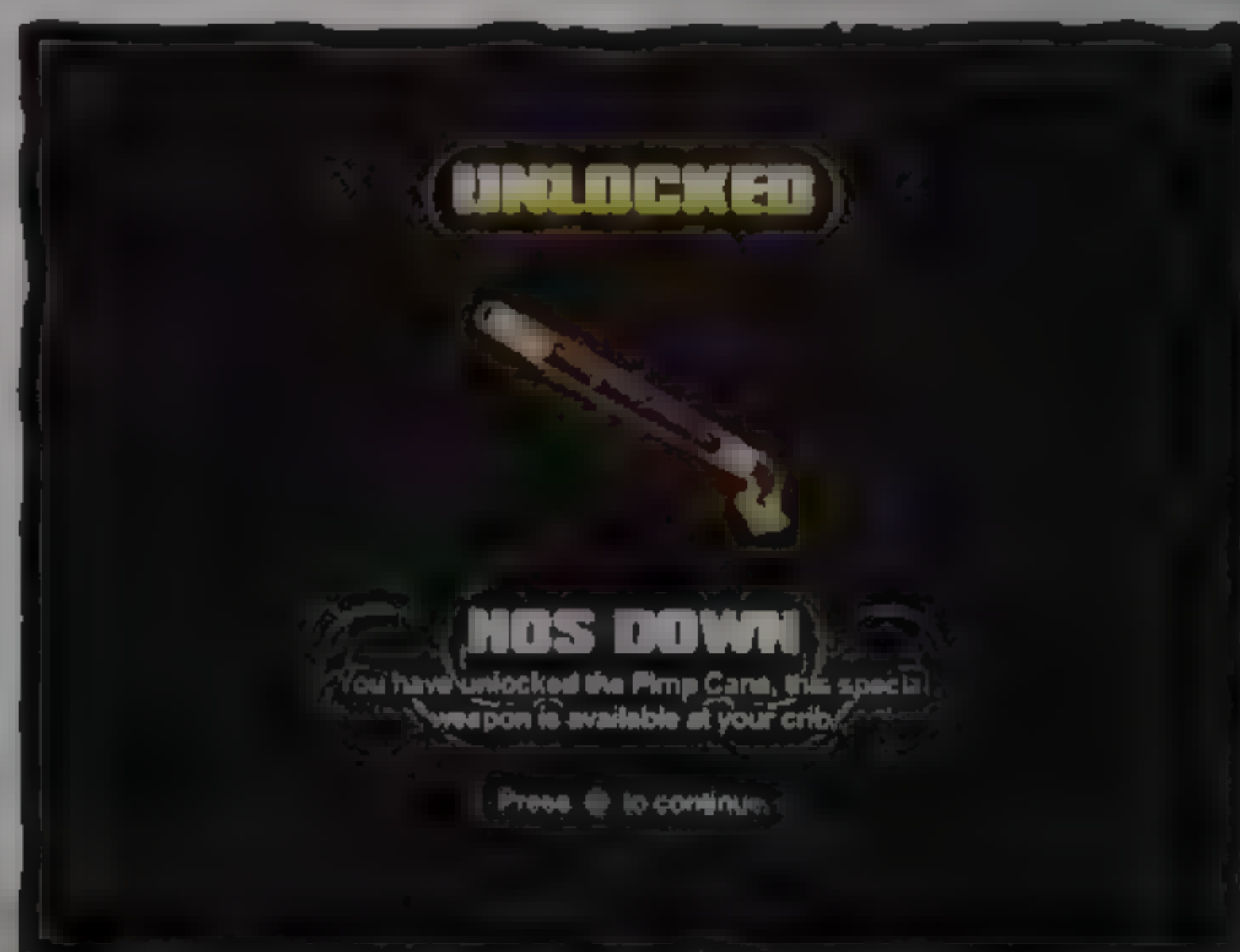
Once you've taken control of this territory, Saints can usually be found a block south of the brothel. Be sure to keep a carload whenever you aren't loaded with hookers. In the Vice Kings Snatch Activity, there luckily aren't a lot of pimps driving around in vehicles, compared to the Westside Rollerz Snatch levels. But, the Vice Kings have some pretty mad playahs. They have gang cars loaded to the rim with gangstas. You'd better be strapped and have a full food inventory to finish eight levels of VK Snatch. Fortunately, many of the VK gang cars are four-seaters. If your ride gets damaged out, you can commandeer one of their vehicles to transport the girls.



VICE KINGS SNATCH

Out Of Town Guests

Begin by stepping into the Snatch marker in Bavogian Plaza, Red Light District. This brothel is in a shady part of town. The madame is found arguing with a client as you enter. The local Vice King pimps have stolen most of her stable and have the nerve to ask her to go back to ho-ing for them. You've got to help her get her girls back to keep her in business.



escort

Unlocks:

- ★ Los Carnales Escort completed unlocks
Dressed To Kill—a Zoot Suit outfit.
- ★ Vice King Escort completed unlocks
Samantha homie
- ★ Westside Rollerz Escort completed unlocks
special News Van in crib garages.
- ★ Ali Escort Activities completed unlocks special
"The Job" limo in crib garages.

Objective

The Escort involves driving a Stripper and her Client around while evading the Paparazzi. At the start of the Activity, you are assigned a specific vehicle to use. Once you and the Stripper enter the car, the location of your client is indicated on the mini map. There are two meters on the HUD, the Pleasure meter and the Footage meter. After you pick up the client, the Pleasure meter begins to fill up. Once it's full, the client is satisfied and you can drop him off. However, there are Paparazzi who are eager to take footage of your client's sexual escapades. Your mini map shows a red circle around each of the news vans the Paparazzi are using. Any time you enter that circle, the Pleasure meter stops filling up, and the Footage meter increases instead. When the Footage meter is full, the Client's public image has been ruined and the Activity is failed. You are rewarded with cash and Respect if you are able to evade the Paparazzi long enough for the client to be satisfied, and then drop them off. You cannot have a party of Saints or homies when partaking in this Activity.



ESCORT TIPS

When playing Escort, scope out the area (using the map) to spot the local roadways. Set a waypoint on a large road nearby and head toward it using the GPS—after picking up the client. Large roadways are preferred since it's easier to swerve to avoid traffic. In the early levels of Escort, you



can simply speed ahead of the Paparazzi van to keep from entering its red circle. And in lower levels, there's little threat of heading toward more vans as you escape another.



In later levels of Escort, however, this tactic alone is not enough. You encounter more news vans—usually a couple around each corner. While still in the lower levels of Escort, take advantage of the small number of Paparazzi. If a van does not appear on the mini map, then stop. Sit there and wait as the Pleasure meter rises. By moving, you only increase the chances of running into more vans.



Stop the presses!

Guess what? You can kill the Paparazzi without failing the mission or even getting penalized! If it's just one or two vans giving you trouble, shoot the drivers. The Footage meter can only move if the Paparazzi in the vans are alive. Take 'em out and solve that problem. However, in later levels there are too many paparazzi for this to be an effective strategy.



Give Out

A single escort is good for only two levels. After completing two levels with one escort, you must return to the club for another... and then the mission continues as usual. You can use this down time to replenish ammo or your food inventory.



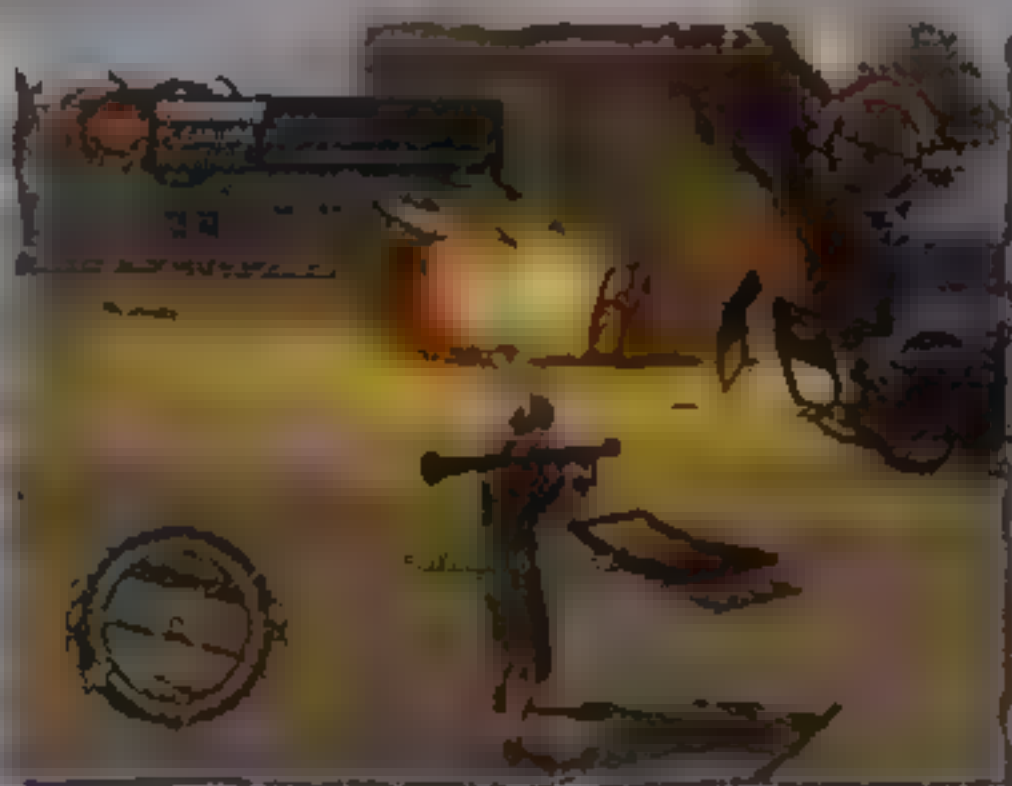
RANDOM OBJECTIVES

As levels progress, you begin to receive new objectives. If these goals are not met, the Pleasure meter will not move any further. Sometimes you have to kill a target. When this happens, a pedestrian becomes a target and a red blip appears on the mini map. You can try to run him over, but bullets work best. Avoiding private investigators or the IRS are a couple more examples of other random objectives. These targets can be eliminated, as well. Once the objective is met, the Pleasure meter can be filled once again.



Don't stray too far

You can exit the vehicle during an Escort level, but you cannot walk beyond the red circle that appears around your vehicle on the mini map. If you do walk beyond this range, the mission is failed. So be aware of how far you stray when taking care of business outside of your vehicle.



Other side objectives involve dropping the client off at a motel, sex club, or restaurant. Again, the Pleasure meter will not rise until you complete the objective. Once an objective is met, the Pleasure meter gets a serious boost and level success is just moments away.



Air Time

No, this does not mean that the escort and her client will appear on the evening news. It's yet another side objective to complete if it's presented to you. You are given an amount of time that you must collectively spend with all four wheels off the ground. When this happens, look for berms, grassy knolls, ramps, and such. Jump as many times as needed to meet the required amount of air time.



Crash Damage

You are often faced with a crash damage objective. This involves doling out a number of crash damage points to other vehicles. You should charge vehicles head on and side-smack 'em so you can keep going. You need to be able to drive away from an accident quickly to avoid news vans discovering you in a vulnerable state and unnecessarily raising the Footage meter. When you can, deal damage to vehicles other than the news vans. In

lower levels, you can take out the paparazzi driver, then run into his van a few times to complete this objective without looking for civilian vehicles to hit.



Maintain High Speed

This is the easiest of random objectives to achieve since you already spend most of your time speeding away from the news vans. Regardless, the Pleasure meter will not fill if this objective is not met.

WESTSIDE ROLLERZ ESCORT

Class Act

The Westside Rollerz' Escort Activity is activated by stepping into the marker outside the Technically Legal night club in Misty Lane. This is in the Suburb District. Inside, you meet the escort director. She has a black



book full of influential clients whose careers would be ended if the paparazzi discovered them with an escort. She asks you to work for her as a driver.



Class Act Escort takes place in the suburbs, and we haven't found any sneaky areas to hide from the vans. The freeway is nearby, but you often run head-on into paparazzi ambushes when using this as an escape route. The best thing to do is to speed along the surrounding



large roads while circling single city blocks to avoid the press. When you need to get air time, use the cliff sides and the small hills along the south end of the suburbs.



LOS CARNALES ESCORT

The No-Touching Rule

The Los Carnales Escort Activity is found inside the Turbulence strip club in Wardill of the Airport District. You'll find the Escort mission marker just inside the front door. The DJ at the club doubles as a pimp and provides escorts to the more influential customers.



This is the simplest of the three Escort Activities because it's so darn close to the airport and its wonderful runway. Driving each client to the airport is the easiest way to complete almost any objective. Use the runway for speed and isolation. If the vans follow you, just stop, jump out, and rocket their vehicle. Need air time? Use the ramps that access the hangar rooftops. Need complete privacy? Jump up onto the hangar rooftop and drive to a corner that is devoid of the news vans' red circles. If you need damage, jump off the rooftop to the road and run into some traffic around the airport. It's the ideal place to complete all eight levels in one sitting.



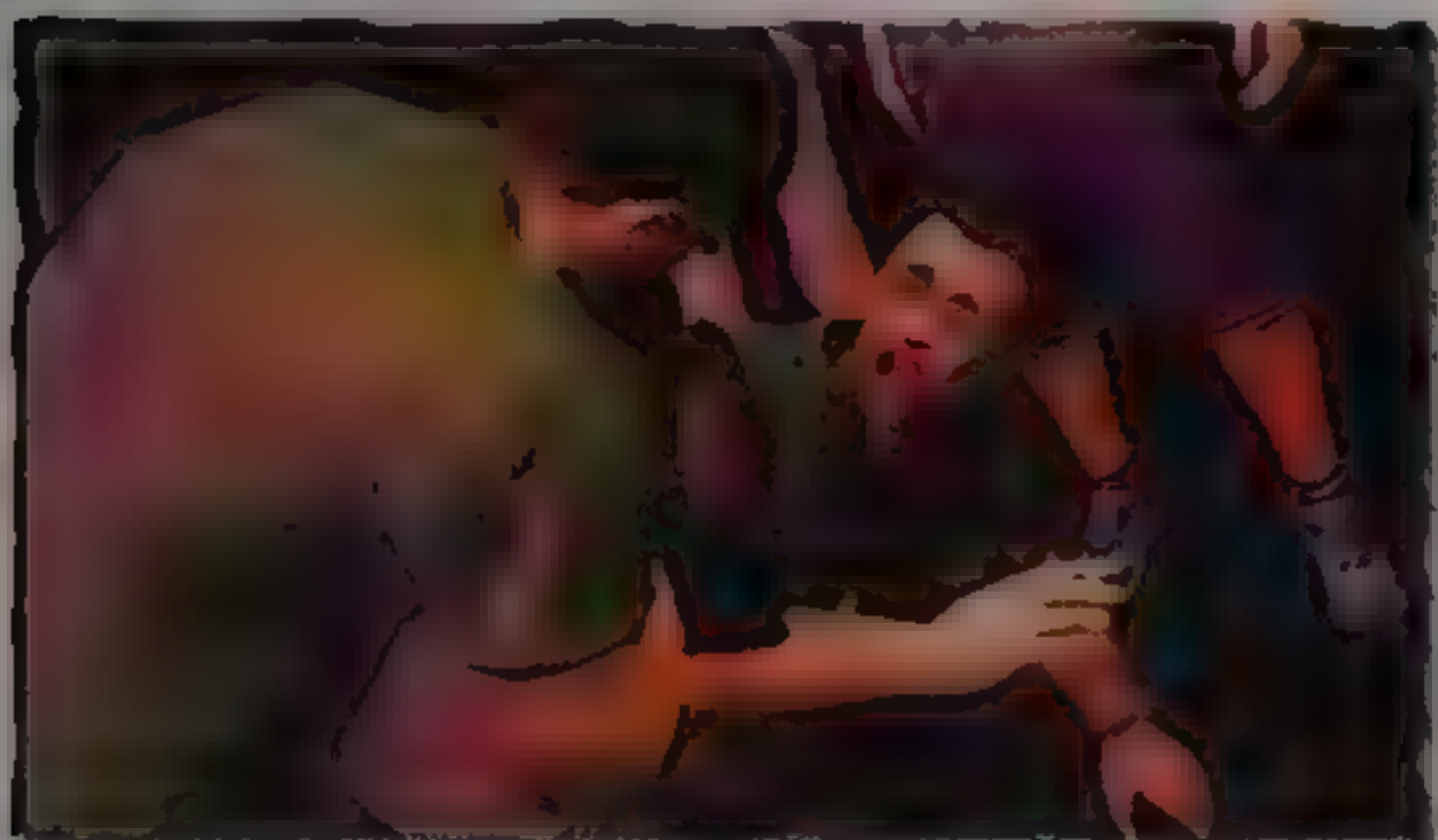
VICE KINGS ESCORT

Camera Shy

You mosey into the Tee'n' Ay and join a scuffle in progress between the bouncer and a paparazzi who was just caught



photographing one of the strippers. You punch the paparazzi out, impressing the bouncer. He wants to hire you to drive the ladies around to keep the escort business profitable.



The Tee'n' Ay is not terribly far from the airport. Set a waypoint on the runway and take your clients that way. It's the best place to complete Escort quickly and easily. Once you're there and complete a level, the next couple clients will spawn in that area. It's not until your girl tucks out that you must return to the strip club to pick up another. When cruising down freeways or bridges, always



drive on the wrong side of the road and dodge head-on traffic. This often throws news vans off your tail; they usually don't swerve to miss as well as you can.



Drug Trafficking

Unlocks:

- ★ Los Carnales Drug Trafficking completed: LC Notoriety drops 5% faster
- ★ Vice King Drug Trafficking completed: VK Notoriety drops 5% faster.
- ★ Westside Rollerz Drug Trafficking completed: WR Notoriety drops 5% faster and homie Laura is unlocked.
- ★ All Drug Trafficking completed: Police Notoriety drops 5% faster.

Objective

In this Activity, you must protect drug dealers as they sell their product. At the start, you are riding shotgun in a vehicle being driven by a dealer. The dealer's health is displayed on the HUD, as is the number of sales that need to be completed. As the drug dealer drives to each meeting, you must protect him from attacking gang members and police. You are given a weapon with infinite ammo to do this. You are awarded with cash and Respect if you keep the drug dealer alive and bring them back home safely.



VIDEO FOOTAGE

PROTECT THE DEALERS FROM COPS AND DRIVE-BYS
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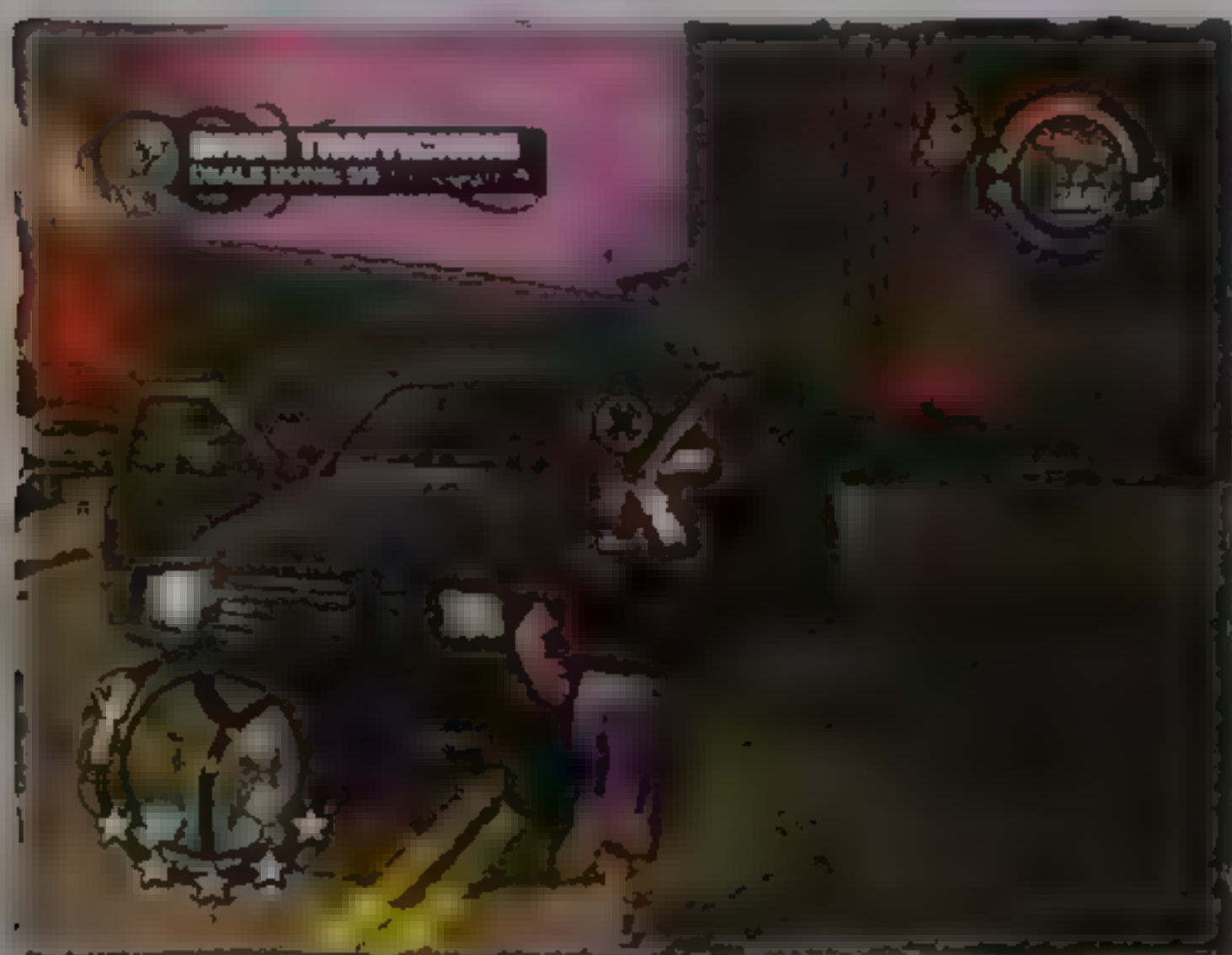
DRUG TRAFFICKING TIPS

Your job is simple: keep the dealer safe to earn cash and Respect. The dealer drives to the customer, gets out of the vehicle, makes the deal, then gets back in and heads for the next drug deal. While the deal is being made, gangs and other dregs of society try to spoil the deal. They arrive in cars and start shooting on sight. In the early levels, there's just one assailant—the driver. In later levels, though, there are enemies riding shotgun. The higher the level, the greater number of enemies that appear and the higher the caliber of weapons they carry.



The Vehicle

Since you're safer inside the van than out of it, remain in your vehicle and take aim drive-by style at the enemy while the deal is going down. If you cannot get a fix on the targets and you feel the dealer may be in danger, exit the vehicle to get a better shot at the enemy, then re-enter the dealer's vehicle for safety. You do not have to use the drug dealer's vehicle; any will do. Whatever vehicle you choose, the drug dealer enters and drives to the next destination. If the vehicle is smoking, take one of the enemy's to continue the run.

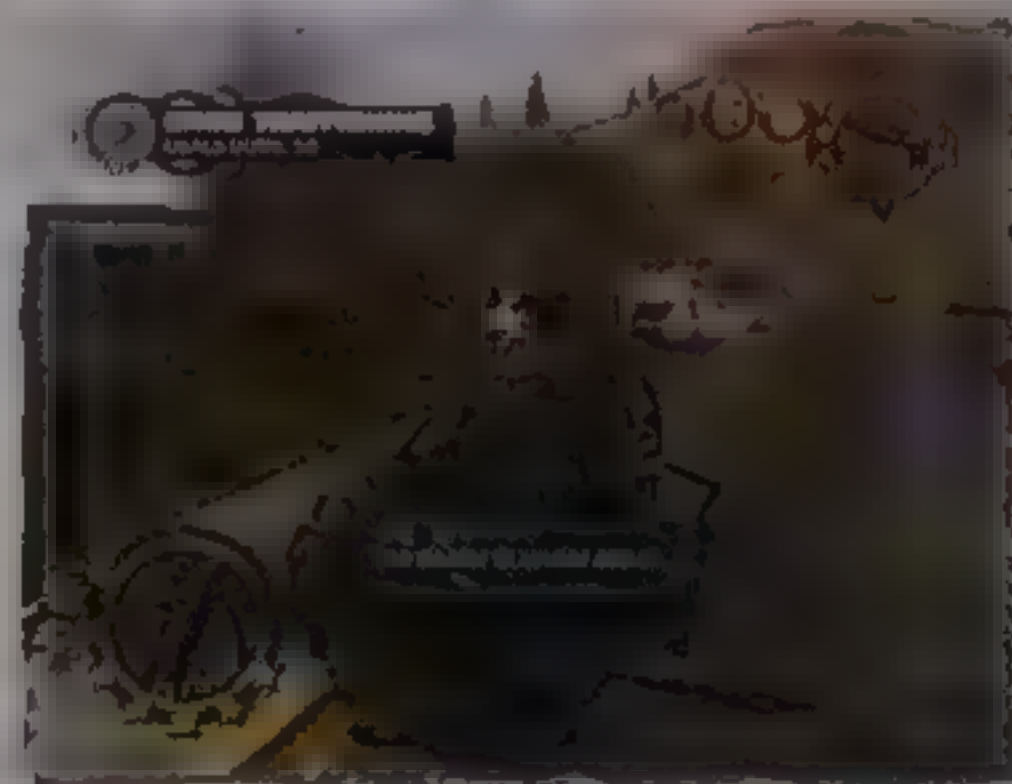


Weapon Bonuses

To ensure you don't waste all your hard-earned cash in this Activity, the game gives you unlimited pistol ammo. You are also given new weapons and ammo bonuses as new levels are reached. It's best to hold off on using the more powerful weapons until later levels when there are more vehicles pursuing you.



As higher levels are reached, you earn heavier weaponry. It starts with higher caliber handguns (which always have unlimited ammo), then you receive submachine guns, which are upgraded as higher levels are reached. Shotguns come next, then you receive the rocket launcher, which comes in real handy. It's best to use the handgun when the threat is at a minimum (such as distant vehicles).



The Police

If you receive police attention, the gangs pursuing you often pull the attention away from you. It's best not to make matters worse by shooting at pursuing cops. Only take 'em out if they shoot at the dealer or attempt to pull you out of your vehicle. You don't need to increase the Notoriety level. Any Notoriety incurred disappears upon completion of a level.



Pop the Driver

Aim for the driver of the pursuing gang cars first. Once the driver is out of the picture, anyone riding shotgun is no longer a threat. Use the shotgun if enemies surround your vehicle while the dealer is making his deal. Use assault rifles when multiple cars are pursuing you. Save the rocket launcher for when things get really crazy.



Recruit Saints

Recruit Saints into your drug dealer's vehicle any chance you get. This is usually easiest to do when approaching drug deal sites and while at the drug deal location. Upon approach, you can call Saints and they'll run after your vehicle. When it stops, they'll get in. While at the deal, you can run away from the vehicle and recruit some nearby Saints, then run back to the vehicle as the deal is being completed. Be aware that the dealer will not wait for Saints to enter the vehicle; drug dealers drive off as soon as you and the drug dealer are in the vehicle. A carload of Saints is a valuable asset in the higher levels of Drug Trafficking.



WESTSIDE ROLLERZ DRUG TRAFFICKING

Suburban Bliss

You are about to meet the funniest character in the game. Laura is the drug dealing housewife from the suburbs. You meet her at her house by locating the suburban drug trafficking icon on the map. Laura learned from her friends that you can make more money dealing drugs than giving piano lessons. She claims she's afraid to go into the city alone—because she's not poor—and asks you to protect her as she makes her deals.



Laura drives her mini van (Hannibal) as you ride shotgun. All of the deals go down in Rollerz territory. The police, FBI, and SWAT are Laura's main aggressors, but the Rollerz will get involved. The more you use violence to thwart the enemy, the higher the levels of Notoriety you earn. The higher the level of Drug Trafficking, the higher levels of law enforcement you will encounter. Recruiting Saints every chance you get is the best tactic for surviving Laura's escapades.



When seeking a good vehicle replacement, look no further than the FBI SUVs. These are great drug dealing vehicles! They'll be plentiful in the higher levels of Laura's drug dealings. When you complete this Activity, Laura is unlocked and is only a cell phone call away from being your shotgun-toting homie—she and her minivan are a package deal.



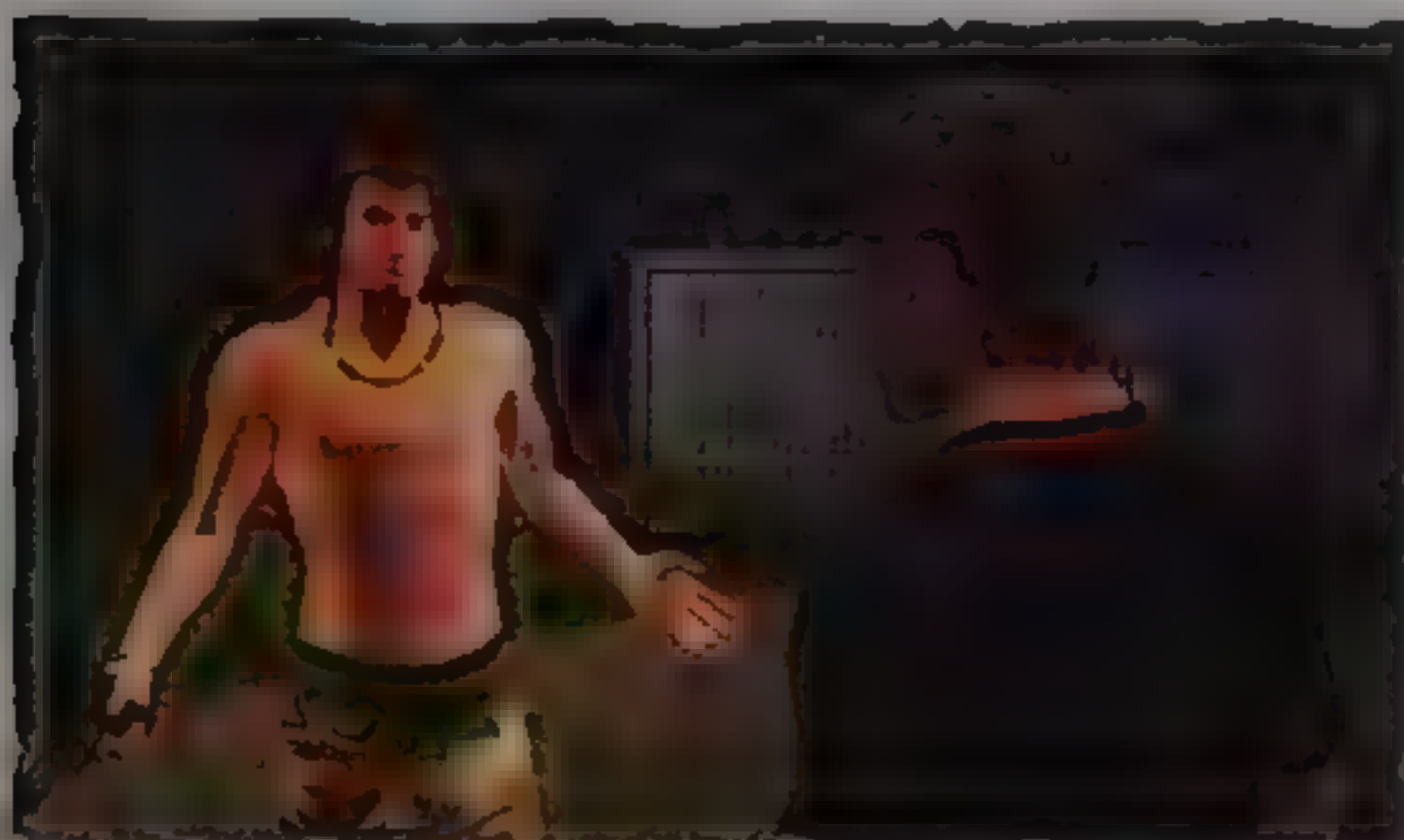
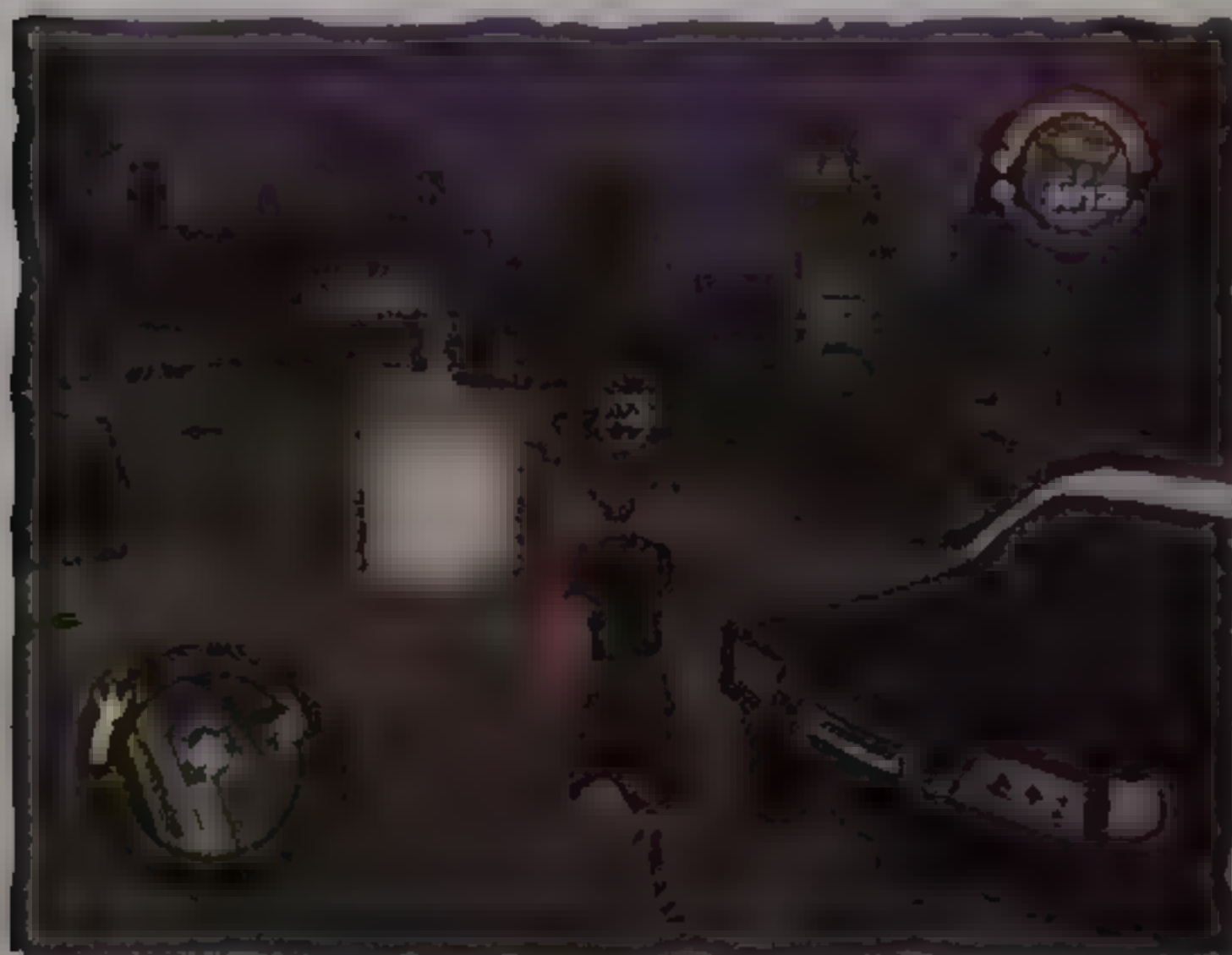
With the hippie drug dealer, your main aggressors are the Los Carnales in their old timer, tuned up pickup trucks. These are usually your quickest and simplest solution when in need of a new vehicle. The windshields are large, making it easier to cap the driver of the pursuing pickups. Another advantage is that they rarely arrive in carloads of four; they're only two-seater vehicles.



LOS CARNALES DRUG TRAFFICKING

Billy's Retirement Party

Locate the syringe marker at the entrance to the Boneyard junkyard in the Fox Drive and you've found the Drug Trafficking Activity. The Caucasian, Rastafarian drug dealer is filling his ex-employee full of holes—he was caught skimming off the top. There's an opening at his business and you're perfect for the job—not necessarily because of your experience in the field, but because you're the closest one around.



VICE KINGS DRUG TRAFFICKING

Business Partners

Marvin's got the best drugs in Stilwater, and stealing junkies away from other dealers has a tendency to create bad feelings. He promises loads of green if you cover his butt while he's slinging.



Marvin has a pretty durable ride that usually stands up in the hairiest situations. His yellow "Aqua" rarely needs replacing, until you reach the last couple levels.



hitman

Unlocks:

- ★ Los Carnales Hitman completed: Gold GDHC .50 at cribs.
- ★ Vice King Hitman completed: Platinum T3K Urban at cribs.
- ★ Westside Rollerz Hitman completed: Platinum AS.2 Riot shotgun at cribs & Mr. Wong becomes a homie
- ★ All Hitman completed: Discount on weapons & Platinum RPG at cribs.

Objective

In the Hitman Activity, you are given a list of targets that you need to dispose of in specific ways. Hitman is a persistent Activity, which means once you activate it, you can always dispatch one of the characters on your list. Access the list of targets on your Hit List by going to the Info Tab on the Pause Menu. Note that each target needs to be killed in a specific way to receive credit for the kill. You are rewarded with cash and Respect for each target you eliminate.

WESTSIDE ROLLERZ HITMAN

Lost in Translation

Begin this Hitman Activity by locating the Chinatown crosshair icon on the map—it's inside the oriental building. In the opening cinematic, you meet Mr. Wong and his associate. At first, the translator does all the talking. That is, until something gets "lost in translation." Mr. Wong says that all the people on his hit list have done his family wrong and he wants them all dead.



VIDEO FOOTAGE

HIT LIST CHECK WEAPON CHECK TARGET CHECK

CHINATOWN HIT LIST



Target Jackie

Weapon-You Use Vice 9

Area Last Seen Unknown

Tip Off

Jackie's a paramedic who drives an ambulance (al 9)



Target Alan

Weapon-You Use Knife

Area Last Seen Arena

Tip Off

Alan's hard to miss. He's big, and wears a bright yellow shirt with red shoulder patches and collar. His red track pants have yellow stripe down the side of the leg. He hangs out around the Movie Theater in Pleasant View, Arena District.

Definitives



Target Jose

Weapon You Use T3K Urban

Area Last Seen Truck Yard

Tip Off

Jose is a bus driver, like a coach bus. Stop in front of his vehicle and shoot him through the large windshield. May be found on the freeway in Black Bottom, Factories District during the day.



Target Roxanne

Weapon You Use NRA

Area Last Seen Apartments

Tip Off

She's a blonde, wearing a white or very light tan, ankle length, ruffled dress. We found her on the sidewalk of the north coastal road in Misty Lane, Suburbs in the middle of the day.



Target Charles

Weapon You Use Nightstick

Area Last Seen Suburbs

Tip Off

We found him walking the coastal sidewalk north of your suburban mansion late in the day. He carries a knife and wears a red button-down shirt with the sleeves rolled up and black pants.



Target Juan

Weapon You Use Tombstone

Area Last Seen Apartments

LOS CARNALES HITMAN

Life Lessons

This assassination mission is located in Wardill Airport in the nearby Hapton hotel. There's a jewelry store inside that's ripe for safecracking. Note the Hitman mission marker in the hotel bar. The opening cinematic features your meeting with a lovely lady, who offers a briefcase full of cash if you kill her targets. Don't let her down.



Target Bucky

Weapon You Use Hand Grenade

Area Last Seen Arena

Tip Off

It's difficult not to notice a six foot hotdog wandering about. Look around the Arena. Surround him with a quick succession of thrown grenades so he can't run to a safe spot



Target Bill

Weapon You Use Kb Krukov

Area Last Seen Unknown

Tip Off

He's FBI, so get a Notoriety of level 5 and shoot him with the Kb. -



Target Julia

Weapon You Use Vice 9

Area Last Seen Barrio

Tip Off

Julia is easy to spot in her full length, pink bathrobe. She's old and slow; not faster than a Vice 9 bullet. She's got white hair and slippers. We found her in Charlestown, Docks & Warehouses, but she can be seen almost anywhere.



Target Thomas

Weapon You Use Baseball Bat

Area Last Seen Docks & Warehouses

Tip Off

Thomas is a dock worker. He has black hair and wears blue jeans, an orange T-shirt, and long black rubber gloves. We found him in Stoughton, Docks & Warehouses during the early evening.



Target Chris

Weapon You Use SKR-7 Spree

Area Last Seen Airport

Tip Off

Chris is a mailman who drives a Newman, the little mail car. Shoot him through the windshield. We found him exiting the freeway at the airport.



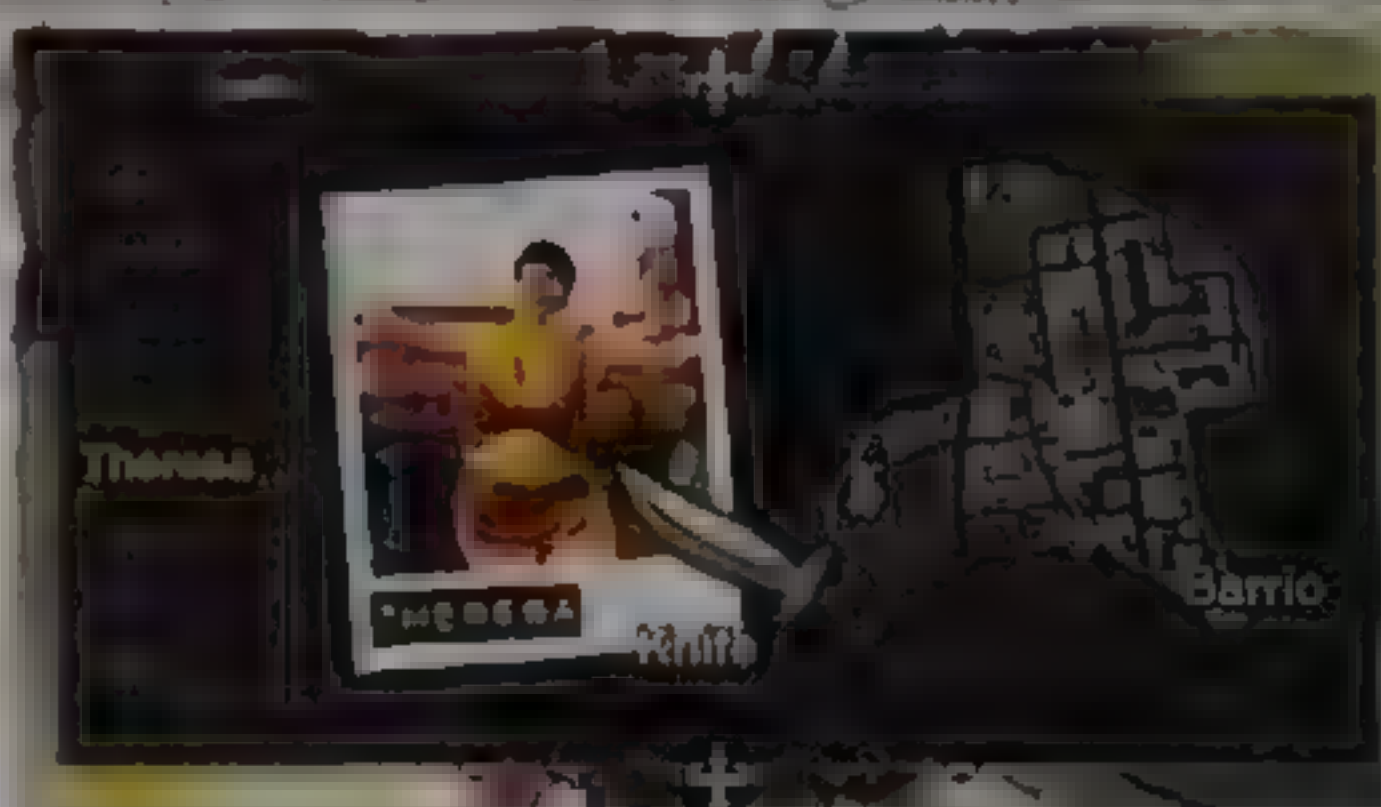
Target Gabriel

Weapon You Use Tombstone

Area Last Seen Factories

Tip Off

Gabriel is always wearing a hard hat. That's because he's a construction worker. We found him walking around in Copperton Truck Yard District during the day.



Target Theresa

Weapon You Use Knife

Area Last Seen Barrio

Tip Off

This target is easy to recognize in a crowd. She's a big, black haired woman in a leopard print two-piece lingerie outfit. Interestingly enough, we found her near the Plastic Surgeon in Cecil Park, Barrio.



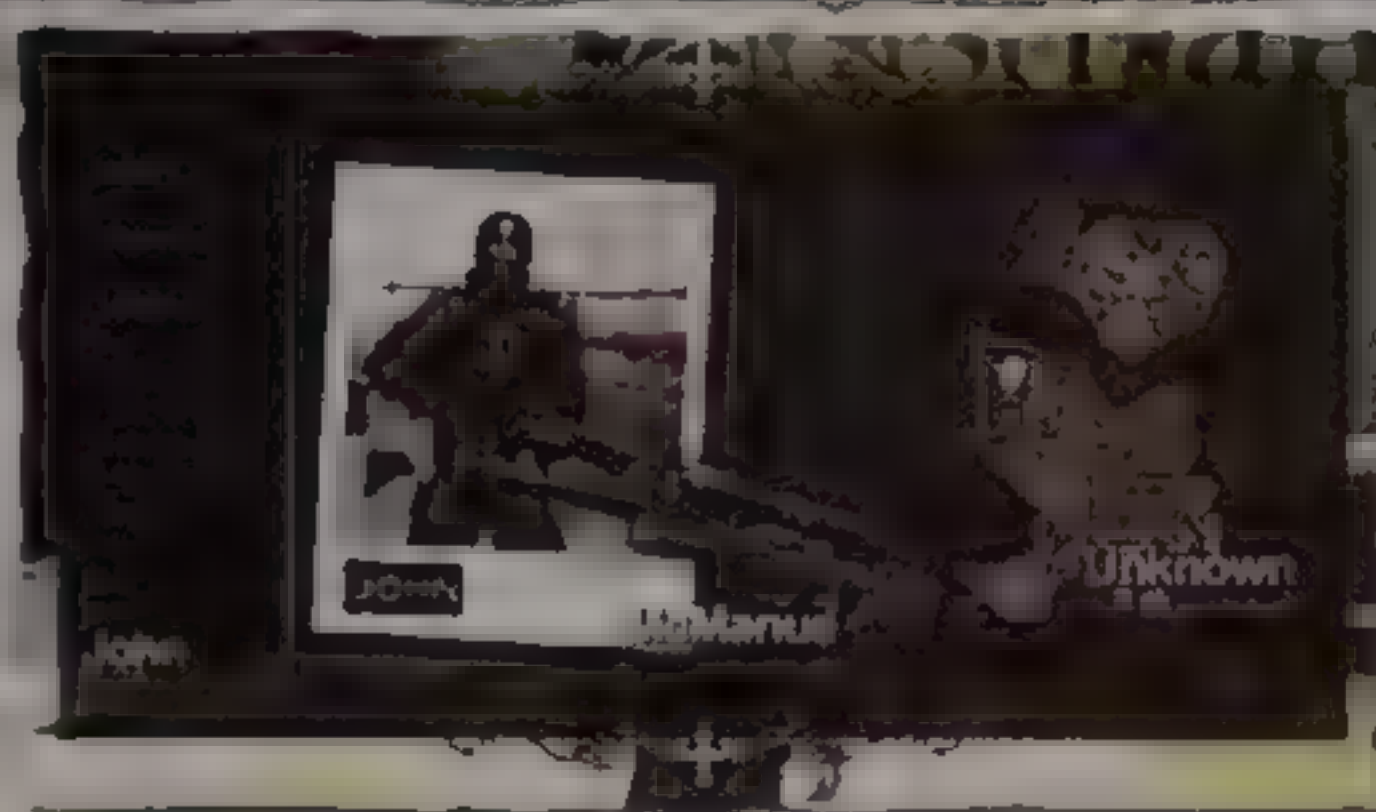
Target Tina

Weapon You Use GDHC .50

Area Last Seen Barrio

Tip Off

Look for roller skates and a pink bikini. She's going to be rolling. We found her skating up and down the northern coastal road in Huntersfield, Suburbs District.



Target John

Weapon You Use McManus

Area Last Seen - Unknown

Tip Off

He's SWAT, so get a high Notoriety level and shoot him with the McManus.



Target Bill

Weapon You Use Molotov Cocktail

Area Last Seen Factories

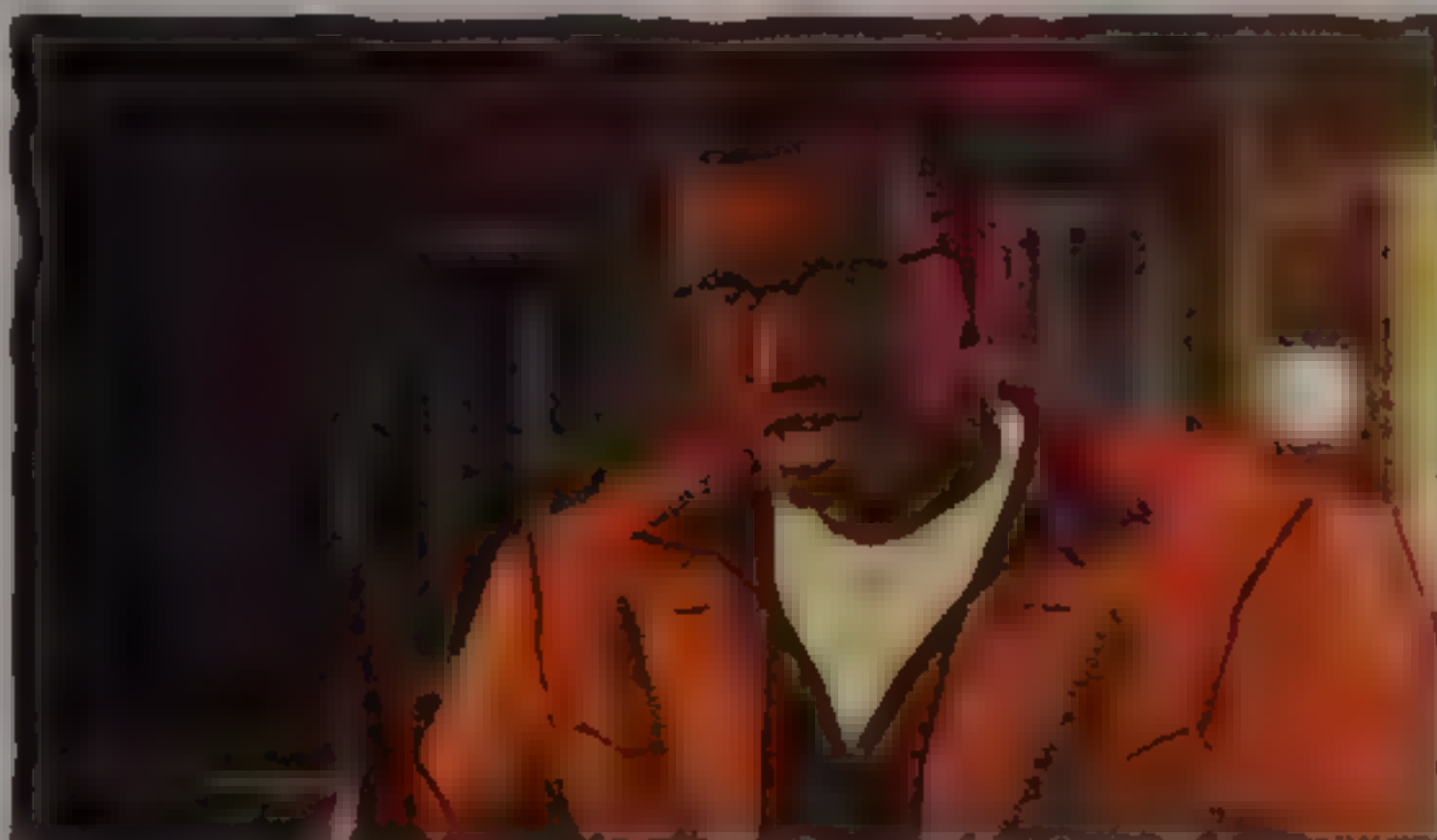
Tip Off

Bill wears a sleeveless blue T-shirt and black pants. He's wearing a white hardhat and works construction. We found him walking around in Stoughton, Docks & Warehouses District, under the raised freeway.

VICE KINGS HITMAN

An Offer They Can't Refuse

This Activity is found inside Angelo's Place; a seedy bar in a seedy area of Stilwater—Shivington, the Projects. The gentleman inside wants you to help his homie through a rough time by taking out all the witnesses on his case.





Target Dick

Weapon You Use Knife

Area Last Seen Downtown

Tip Off

Dick's a bouncer. You can find him Downtown or in Chinatown at night near oriental bridge and the Insurance Fraud Activity building. He's big and wears an orange, short sleeve T-shirt --



Target Richard

Weapon You Use .44 Shepherd

Area Last Seen High End Retail

Tip Off

Can be found in Nob Hill, High End Retail walking around on the sidewalk. He's a business man in the full business suit get-up.



Target Marty

Weapon You Use Baseball Bat

Area Last Seen Suburbs

Tip Off

Often found in the suburbs. He's hard to miss because he walks slowly and hunched over.



Target Henry

Weapon You Use T3K Urban

Area Last Seen Downtown

Tip Off

Henry is a chauffeur. You'll spot him driving a limo around Downtown, and even more likely when you are driving a large SUV or limo.



Target Billy Bob

Weapon You Use 12 Gauge

Area Last Seen Downtown

Tip Off

We found Billy Bob driving a small pickup truck in Nob Hill during the afternoon. Shot him where he sat!



Target Hank

Weapon You Use Molotov Cocktail

Area Last Seen Museum

Tip Off

Hank is an overnight mail truck driver. Look for the yellow "Great Freight" Delivery Truck or the similar, white BPS truck and you'll probably find him. It's easier to box him in, then pull him out and burn him.



Target Don

Weapon You Use 44 Shepherd

Area Last Seen Red Light

Tip Off

Don's a playa! We found him in a lush Baron, driving around the Harrowgate area in Saints Row. His car stands out in these hoods.



Target Louise

Weapon You Use RPG Launcher

Area Last Seen High End Retail

Tip Off

Louise is a meter maid. She drives the little ticket vehicles, the Quota. Find one of those to find Louise.

Hitman tips

THE EARLY HITMAN GETS THE WORM

The targets on your Hit List are not active until the particular Hitman Activity they are associated with has begun. Because of the difficulty and amount of time it takes to find and kill everyone on all three Hit Lists, we suggest that you visit each of the Hitman Activities throughout Stilwater early on in the game and begin sooner rather than later.



KEEP THEM HUD-ED



Throughout your Saints Row adventure, you should always have one of the targets on the Hit List assigned to the HUD. This is done by accessing the Info/Activities/Hitman tabs in the Pause Menu. You can easily remove a target from your HUD by pressing down on the Directional Pad twice.



PREPARATION

Equip yourself with the required weapons if you know you are going into areas where there's a high probability of running into Hit List targets. Sometimes there will be a weapon conflict; you cannot hold two weapons of the same class at the same time. If you see a target appear on the map and you need a different weapon, look for the nearest Crib or Friendly Fire to change weapons.



IDENTIFYING TARGETS

Targets appear on the mini map and Pause Menu map ONLY if you have that target placed on the HUD. Keep in mind that you can kill targets from the Hit List even if they're not placed on the HUD. The HUD simply helps you find them. If you spot a target that's not on the HUD, pause the game and quickly check this guide or your Hit List to make sure you are holding the appropriate weapon to take him/her out.



GO WHERE THE PEOPLE ARE



You stand a much better chance finding any of these walking targets in large crowds. Visit the coastal roads in the daytime where lots of people are out for a stroll. Make sure you have your target on the HUD to pick them out of the crowd more easily.

ANYWHERE, ANYTIME

The suggested area where targets appear is only that... suggested. You're just as likely to kill targets in areas other than where they were suggested to be. Keep an eye out

for these people everywhere and read our player card tips carefully—many targets have specific occupations that make them stand out in a crowd.



insurance fraud

Unlocks:

- ★ Los Carnales Insurance Fraud completed: receive less damage from car collisions.
- ★ Vice King Insurance Fraud completed: receive less damage from bullets.
- ★ Westside Rollerz Insurance Fraud completed: receive less damage from explosions.
- ★ All Insurance Fraud completed: Health regenerates faster.

In the Insurance Fraud Activity, you throw yourself in harm's way to earn money. A scoring area is indicated on the mini map. Once you're inside this area, you must injure yourself intentionally as often as possible by diving in front of traffic or falling down staircases and going limp at the moment of impact.



VIDEO FOOTAGE

INSURANCE FRAUD: A LITTLE PAIN, A LOT OF GAIN

bradygames.com/saintsrow



Pulling the Left or Right Trigger causes you to go limp and fall. While limp, any damage that would be applied to you is instead turned into money. So, you don't suffer any health hit as long as you intentionally go limp.



A timer appears on the HUD and begins to count down. This indicates how much time you have left in the Activity. The HUD also displays how much money you have earned and the amount of cash you still need to beat the Activity.



At higher difficulties, the scoring area starts to move to other areas after some time has passed. The timer pauses until you enter the new spot.

If you haven't earned the required amount of money when the timer expires, the Activity is failed. Succeed, though, and you complete the level and earn cash and Respect.



INSURANCE FRAUD TIPS

Multipliers

To understand and complete Insurance Fraud, you need to know how to score big points in the short time provided. Each good accident has multipliers that double, triple, or even quintuple your money award. There are Vehicle, Witness, Vehicle Eject, Air Time, Distance, and Civil Vehicle multipliers. Most of them double your monetary award for a particular accident. Vehicle Ejection gives you a 5x multiplier!



Combine these multipliers and you're on your way to a big claim! If you are ejected from a vehicle, you receive both the "Eject" and "Vehicle" multiplier. If you hit another vehicle while you fly out of your own, you get another vehicle multiplier. For every combo of a particular multiplier, that multiplier doubles. For the situation we just described, you would receive a 2x Vehicle multiplier and a 4x Vehicle multiplier, as well as the Eject multiplier and any Witness multipliers that may apply!



The longer you hang in the air or the further you travel, the higher the multiplier for Air Time and Distance multipliers. You're more likely to receive a 4x Vehicle multiplier when you speed directly into a wall or solid object than if you slam into another vehicle.



GUARANTEED RESULTS: THE CIVIL MULTIPLIER

Forget throwing yourself down the stairs or in front of a vehicle. The guaranteed method for making the most cash is a combination of all the multipliers. Steal a police car, then speed head-on into another moving vehicle while in front of witnesses. You must gain enough speed to get ejected from the police car. Even without witnesses, this act gets you lots of money points. Heck, you may earn

over \$126,000 from just one accident this way! Do this repeatedly and you'll complete all eight levels of Insurance Fraud in no time.

If another vehicle does not present itself as a collision target, drive at full speed into a brick wall, freeway support column, cement planter, or anything solid that ejects you through the windshield of your vehicle.



WESTSIDE ROLLERZ INSURANCE FRAUD

Legal Action

The Westside Rollerz Insurance Fraud Activity is located in the Chinatown District. Enter the crutches marker at

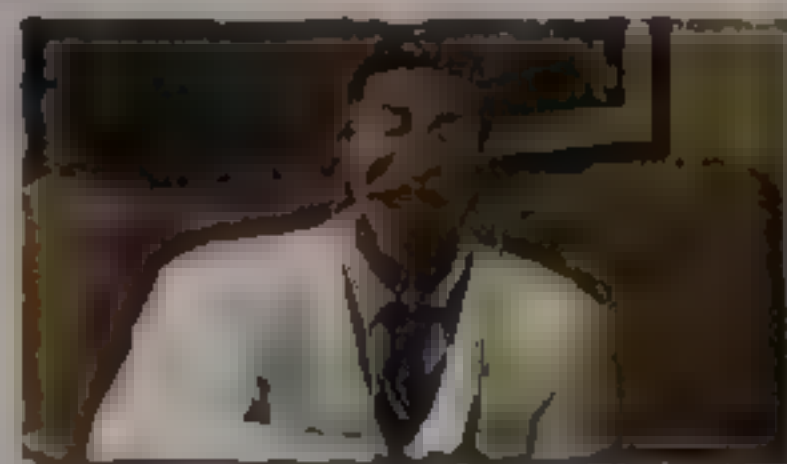


the Howie Cheatem law firm to begin. The attorney at this firm should look familiar to you; he pops up all over the game. He feels the two of you can make beautiful money together. You just have to fake some injuries.

LOS CARNALES INSURANCE FRAUD

Doctor's Orders

The Los Carnales Insurance Fraud Activity is picked up outside of Legal Lee's in Cecil Park in the Barrio District. Doctor Raymond Gonzalez works for the insurance company. He's cost insurance companies millions and he wants you to help him make more money by throwing yourself into harm's way while he writes up a "totally accurate insurance claim."



VICE KINGS INSURANCE FRAUD

Can Legal Lee Help You?

The Vice Kings Insurance Fraud Activity is located in Adept Way in the Downtown District. Step into the crutch marker in front of Legal Lee's to begin



the Activity. Inside, your attorney is talking to one of his clients as you enter the room. His shadiness seeps through the seams. He wants to represent you, but first you're going to need some injuries.

Demolition Derby

Unlocks:

- ★ Demolition Derby completed: Ruckus and Rampage derby cars available at cribs.

3rd Street Saints Demolition Derby

CRASH COURSE

The Demolition Derby Activity is begun by stepping into the car marker outside the Ultor Dome in the Arena District. A couple of brothers invite you to join in on the fun. They urge you to get into a vehicle and smash cars for money!



OBJECTIVE



In Demolition Derby, you must destroy a set number of vehicles competing against you. You are provided with a vehicle at the start of the Activity. To win, you must ram your car into theirs. The number of cars to destroy is indicated on the HUD. If you destroy the target number, you are rewarded with cash and Respect.

more damage

NOS will increase the damage inflicted when colliding with another car.

DEMOLITION DERBY TIPS

Make it Count

You can't complete this Activity by staying away from the opponents and being the last to survive. You must participate! In the first few levels, you have to wreck one or two cars. In the final few levels, you must wreck three. You being personally involved in the demolition of a vehicle seems very subjective. You may fancy that you had a hand in some of the action, but the AI sometimes thinks otherwise



The best thing is to stay away from the initial few moments of chaos by moving around the arena and avoiding opponents, then hunt down injured vehicles—the ones that are smoking badly. Black smoke is a very good indicator that the damaged vehicle is just a few hits away from being totaled. Make sure that you are the last vehicle to make contact with the burning derby car before it explodes. This counts as one of your kills.



Don't Become an Easy Target

You are in the most vulnerable state when you aren't moving at all. Think about it. Isn't it what you look for as you cruise around the arena—those sitting ducks parked near the wall? Of course! Don't be one of those fools. They are much too easy to hit at a high rate of speed.



Equal Out the Damage

Don't keep ramming opponents with the front of your car. This is a sure fire way to damage out your own vehicle more quickly. Get in the habit of driving backward as often as you do forward. Use the rearview to see where you're going. Hit cars with the back of your vehicle to get the most out of your car's durability.



Bail Out!

If you find yourself close to victory, but your vehicle is burning... bail out! You have a little time before the mission is failed when you exit your vehicle. This time lag could be just enough to preserve a victory for your accomplishments.

Turn 'em Over!

The quickest destructive maneuver is to turn a car over onto its rooftop. If you're lucky enough to get under a vehicle or push it over, keep at it. Keep accelerating and push it over, then guard other vehicles from hitting it. This



is going to be your kill. An overturned vehicle is a ticking time bomb, just moments away from exploding. Make sure to back up when it starts burning to avoid taking concussive damage.



chop shop

Unlocks:

- ★ Los Carnales Chop Shop completed. Special Hollywood vehicle in cribs and garages.
- ★ Vice King Chop Shop completed. Special Stiletto vehicle in cribs and garages.
- ★ Westside Rollerz Chop Shop completed. Special Ricochet vehicle in cribs and garages.
- ★ All Chop Shop completed: Discount on all vehicle repairs.

Objective:

In this Activity, you are given a list of vehicles that you need to steal and return to the Chop Shop. Each Chop Shop has a different list. Chop Shop is a persistent Activity (similar to Hitman), so once you activate it, you can always bring a car on the list to the appropriate Chop Shop. You can view the list of cars for a given Chop Shop in the Info Tab, found on the Pause Menu. Note that certain cars need specific modifications to meet the criteria of the list. You are rewarded with cash and Respect for each car on the list you bring back to the Chop Shop that desires it. Deliver all the cars on the lists for special rewards.

WESTSIDE ROLLERZ: CHINATOWN CHOP SHOP

Wong Time, Wong Place

This Activity is located in Chinatown. Mr. Wong (yes, the Hitman contact in Chinatown) has placed a huge order into the local Chop Shop. You walk in just in time to



secure a good business opportunity. The Chop Shop owner needs help acquiring a large number of vehicles in a short period of time





Vehicle - Peterliner

Required Mods None

Suggested Area Freeway

Location Tip

Cruise the freeways and it won't take you long to find one.



Vehicle - Halberd

Required Mods None

Suggested Area Apartments

Location Tip

These are a dime a dozen in Stilwater.



Vehicle - Nightingale

Required Mods None

Suggested Area Airport

Location Tip

It may not always be there, but it's often parked at the warehouse beside the hangar with the CD on the rooftop.



Vehicle - Westbury

Required Mods Muscle Rims

Suggested Area Suburbs

Location Tip

This minivan can be found all over the suburbs.



Vehicle Varsity

Required Mods Street Grill

Suggested Area Apartments

Location Tip

This is the pickup with "Wasabi" on the tailgate.



Vehicle Attrazione

Required Mods Sport Front Bumper, Convertible Roof

Suggested Area Unknown

Location Tip

Drive Price's around until one spawns.
Or, purchase at Foreign Power if all else fails (\$37,000)



Vehicle Raycaster

Required Mods Racing Exhaust

Suggested Area Arena

Location Tip

Drive Dex's around until one spawns.
Or, purchase at Foreign Power if all else fails (\$17,000).



Vehicle Zenith

Required Mods Racing Exhaust, Racing Convertible Roof

Suggested Area Unknown

Location Tip

Drive Julius's around until one spawns.
Or, purchase at Foreign Power if all else fails (\$47,000)

LOS CARNALES: DOCKS & WAREHOUSES CHOP SHOP

The Wheel Man

The Westside Rollerz Chop Shop Activity is located in the Lopez Seafood Inc. building in Filmore, Downtown District.



The owner is a man confined to a wheelchair, the result of excessive force shown to him by the cops, apparently during an attempted car theft. He wants you to help him carry on the business. He has a list of vehicles that he wants you to deliver to his shop.



Vehicle - Reaper

Required Mods - None

Suggested Area - Airport

Location Tip

Look near the Ulterior Dome, High End Retail & Huntersfield at night.



Vehicle - Ambulance

Required Mods - None

Suggested Area - Unknown

Location Tip

Call 911 on your cell phone.



Vehicle - Destiny

Required Mods - None

Suggested Area - Barrio

Location Tip

Call Wheel Woman, then waste her and bring her car to the shop. This is a Saints gang car. Go to Saints territories to find one.



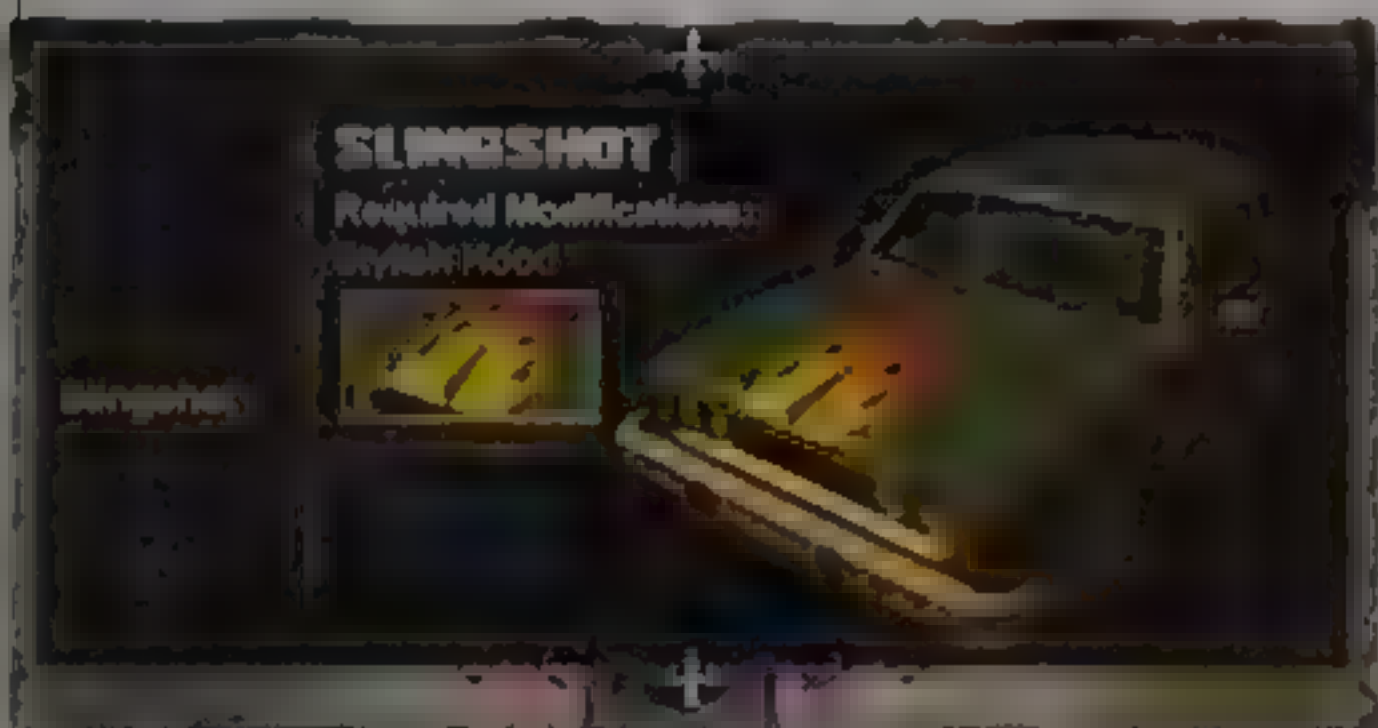
Vehicle Taxi

Required Mods Street Hood

Suggested Area Barrio

Location Tip

Anywhere.



Vehicle Slingshot

Required Mods Stylish Hood

Suggested Area Docks & Warehouses

Location Tip

In the 'hoods. Popular with the Saints.



Vehicle Bootlegger

Required Mods Hot Rod Hood

Suggested Area Factories



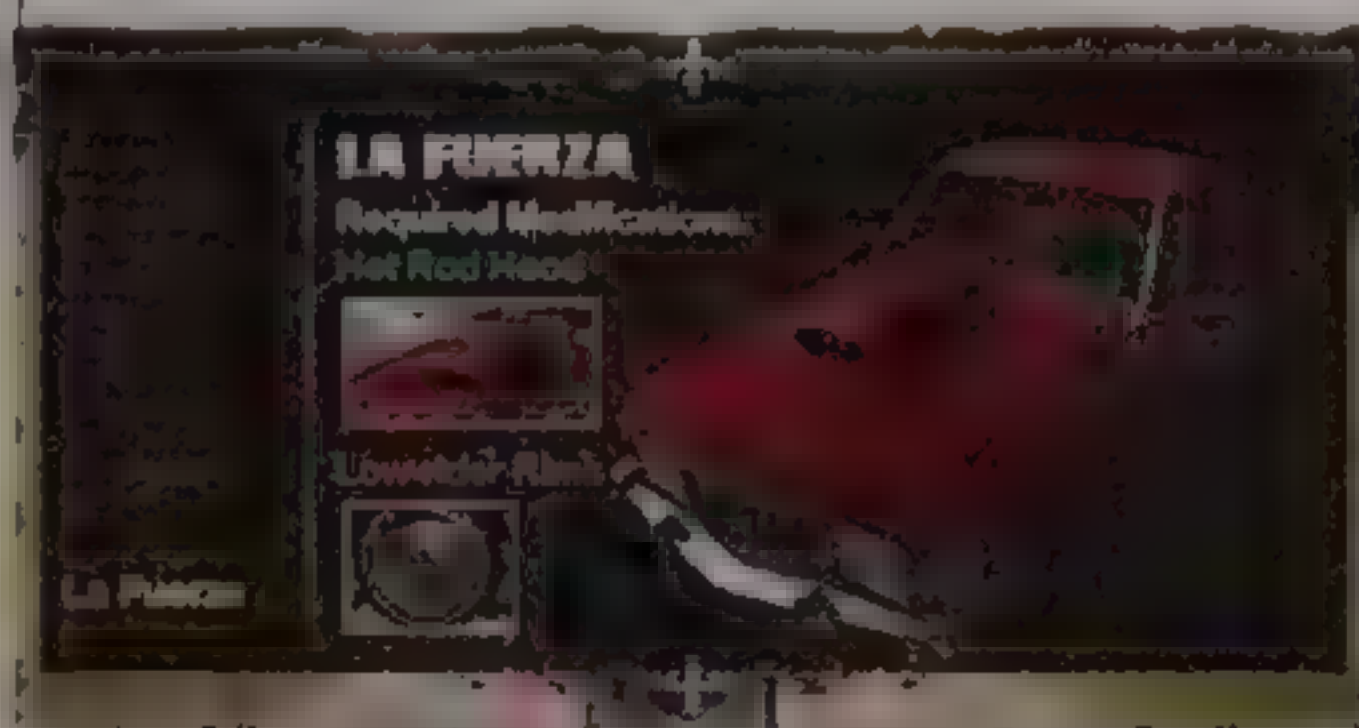
Vehicle Compton

Required Mods Muscle Hood,
Stylish Rims

Suggested Area Factories

Location Tip

Popular ride in many styles throughout Stilwater. This is a Vice Kings gang car. Look in Vice King territories.



Vehicle La Fuerza

Required Mods Hot Rod Hood,
Low-rider Rims

Suggested Area Airport

Location Tip

If you wait until you've overtaken Stilwater, this car may be rare. Play Los Carnales Snatch, and they'll spawn as Notoriety cars. Cancel the Activity and get the car upgraded at Rim Jobs.

VICE KINGS: DOWNTOWN CHOP SHOP

Supply and Demand

The downtown Chop Shop is located in a Wrecking Service garage in Filmore, Downtown District. The owner, a playah who's especially confident of his work, is in high demand right now. He needs your help collecting some wheels.



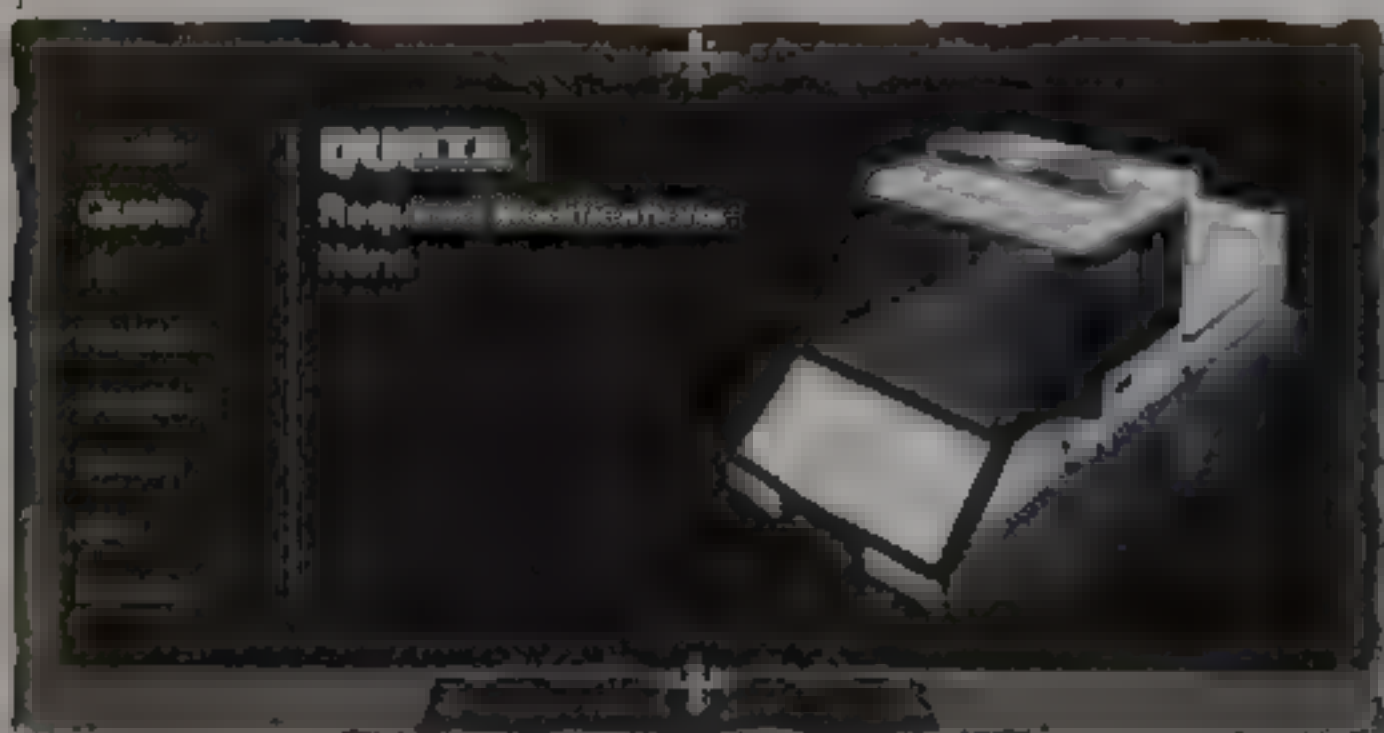
Vehicle: Cavallaro

Required Mods: None

Suggested Area: Downtown

Location Tip

Popular everywhere. A Los Carnales gang car. Look in their territories.



Vehicle: Quota

Required Mods: None

Suggested Area: High End Retail

Location Tip

Many areas Downtown.



Vehicle: FBI

Required Mods: None

Suggested Area: Unknown

Location Tip

Get a high Police Notoriety level, then steal the vehicle, take it to Forgive and Forget, and deliver it.



Vehicle: Keystone

Required Mods: Retro Spoiler

Suggested Area: Suburbs

Location Tip

This domestic sports coupe is found almost everywhere.



Vehicle Nordberg

Required Mods Sport Spoiler

Suggested Area Museum

Location Tip

Popular everywhere, especially with the Saints.



Vehicle Maq

Required Mods Off Road 1 Bumpers,
Off Road Rims

Suggested Area High End Retail

Location Tip

Drive around in Benjamin's ride until one spawns. You can't turn in Ben's ride.



Vehicle Nelson

Required Mods Street Spoiler

Suggested Area Suburbs

Location Tip

A popular Saints vehicle. Purchase at Foreign Power if all else fails (\$3,000).



Vehicle Bulldog

Required Mods Luxury Body Kit,
Stylish 1 Rims

Suggested Area Museum

Location Tip

This is Victor's car to unlock. Drive it around and try to spawn other, normal Bulldogs.

Chop Shop Tips

Rim Jobs

You'll be hard-pressed to find a vehicle with the exact modifications the Chop Shop requires. So, you have to take the vehicle that requires special mods to Rim Jobs, find the feature you need, then purchase and install it before taking it to the Chop Shop.



HUD During Activities or Missions

The actual Chop Shop vehicle HUD graphic will not be displayed while in another Activity or Mission; even if you have activated the display through the Pause Menu/Info/Activities option. However, that doesn't mean that the AI isn't helping you. If you select it to show on the HUD during another Activity or Mission, it will be active. Although it doesn't appear on screen, the target vehicle will appear on the mini map and the Pause Menu map when it spawns in the environment... which is all you



need from the Chop Shop HUD feature anyway. The target vehicle appears as a small yellow car icon that moves around on the mini map as it travels in the environment.



Rim Jobs/Mission Limitation

If you find a target vehicle during another Activity or Mission, you cannot alter the vehicle at Rim Jobs. They'll allow you to fix it, but you cannot upgrade at that time. If your intent was only to find that particular vehicle, you can easily exit the Activity or Mission by pressing down on the Directional Pad twice. Once it has ended, you can proceed to upgrade the vehicle to the Chop Shop's specifications.



Prize Vehicles

The vehicles that are placed in your garage automatically after accomplishing milestones in the game all have special upgrades that cannot be removed or added at Rim Jobs. Even if the name appears on the Chop Shop wish list, these vehicles are not accepted in the Chop Shops because they are "special."

However, if you drive these vehicles around town, you are more likely to see the normal versions of them appear.



HUD On

As soon as the mission "Back to Basics" is complete, head to all the Chop Shops and begin these Activities. Always keep a car you're searching for on the HUD when working on other Activities; you never know when you'll come across one of your target vehicles, and having them on the HUD is a big step towards finding them. Targeted vehicles, when on the HUD, appear as yellow car icons on the mini map and Pause Menu map.



mayhem

Unlocks:

- ★ Los Carnales Mayhem completed: Molotovs at cribs.
- ★ Vice King Mayhem completed: Grenades at cribs.
- ★ Westside Rollerz Mayhem completed: Pipebombs at cribs.
- ★ All Mayhem completed: RPG at cribs.

Objective:

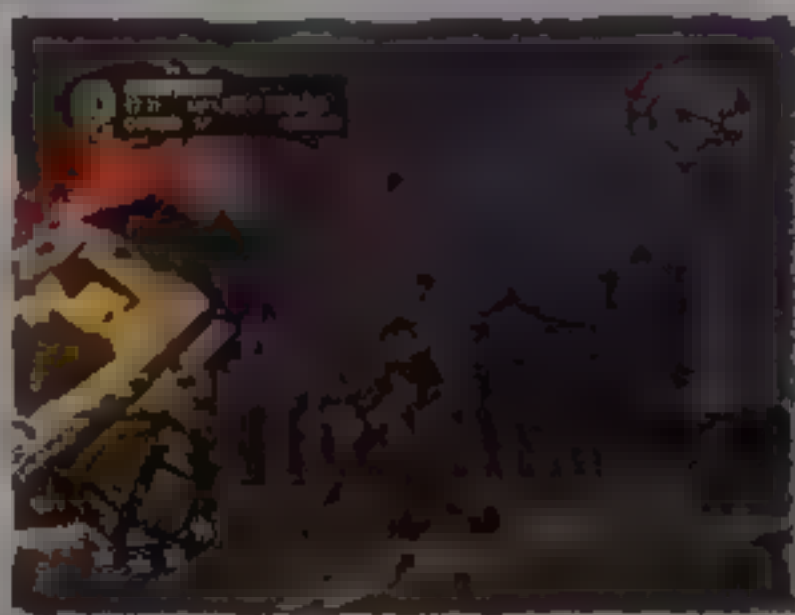
In the Mayhem Activity, you must wreak havoc in a specific area. Initially, a message appears on screen indicating which area to target—it also pulses on the Pause Menu map. The mini map displays a path to this location via GPS, while the HUD shows the amount of money you've earned, the cash you need to complete the Activity, and a timer.



VIDEO FOOTAGE

MAXIMIZE THE MAYHEM: MORE DAMAGE, MORE CASH!
bradygames.com/saintsrow

Once you've entered the appropriate area, the timer begins to count down. As you destroy objects in the world (fences, mail boxes, etc.), you earn money based on the damage you inflict. Trash multiple things in a row to receive a bonus! If the timer expires before you earn enough money, the Activity is failed. You are given unlimited ammo for certain weapons during this Activity.



WESTSIDE ROLLERZ MAYHEM

Decoy

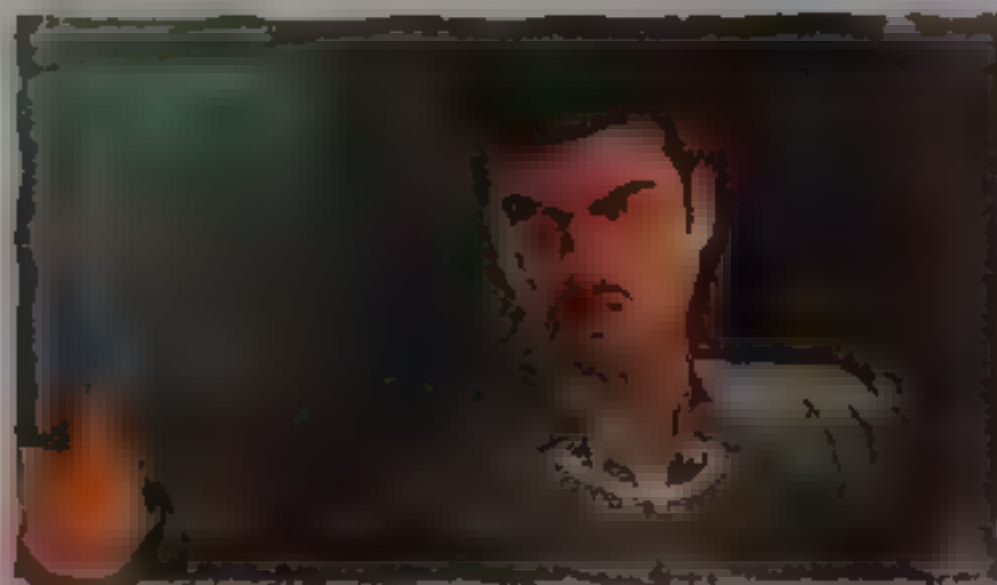
The Glitz nightclub in Misty Lane is in the Rollerz controlled Suburbs District. Inside, you'll find a broken window marker. Step into it and activate the marker and begin Decoy—the Rollerz Mayhem Activity. Reno is your contact. A new cop was just transferred into town who's not paying Reno any respect. This officer came by the club and told Reno that he was going to put him out of business. What that cop didn't know was that Reno has a couple of men in blue on the inside and they told him that the new guy was going to raid his club that night. He wants you to go out and cause enough trouble away from his club that it draws attention away from Reno.



LOS CARNALES MAYHEM

Rico Suave

The Los Carnales Mayhem Activity is found in Southern Cross, Barrio. The marker is inside a bar named, "On Track." Inside, you meet Rico Martinez, the bar owner. When he started making real money, all his friends and family thought they could take out loans without paying them back. He wants you to go out there and teach everyone a lesson.

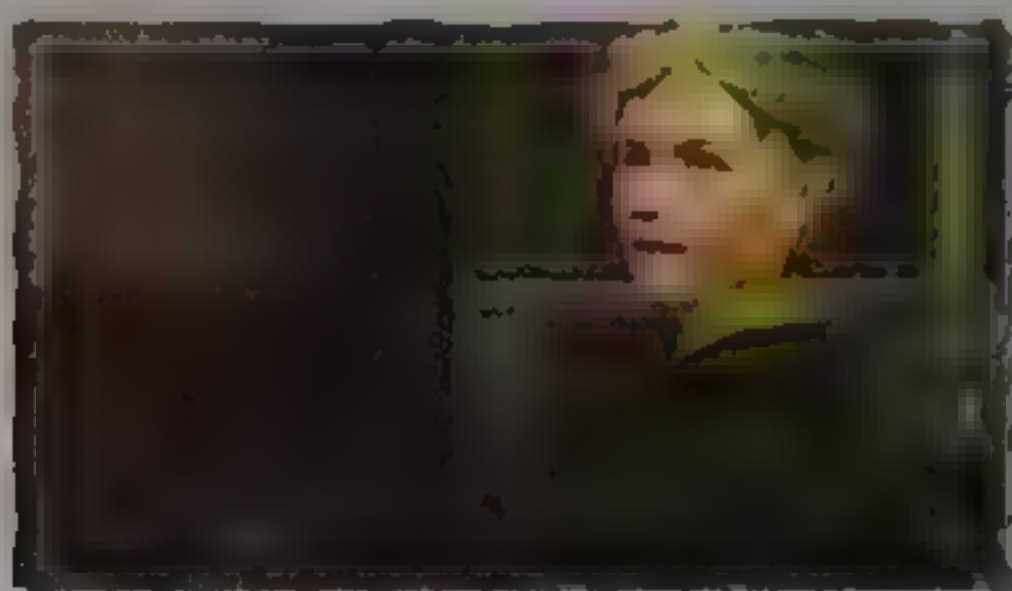


activities

VICE KINGS MAYHEM

A Woman Scorned

This Mayhem Activity is found in Nob Hill in the High End Retail District. Enter the "Stocks" bar and you'll find the Mayhem marker just inside the doorway. The new owner of the bar wants the ex-owner—also her ex-husband—to start paying alimony. By hiring you, she hopes that destroying all his holdings will convince him to pay her what she's owed.



Mayhem Tips

KNOW THE BONUS

There are two bonus multipliers in every Mayhem level: bonus targets and bonus weapons. If you use the specified bonus weapon on the correct bonus target, your score will go through the roof! Look carefully at the text on the bottom of the screen as you drive to the Mayhem location. Both bonus multipliers will be displayed at some point. Once they appear, they are also included in the objective screen, which is accessed through the Pause Menu. So,



if you missed the text message, you can still pause the game and select the "Info" option. You can then find the bonus objectives in either the "Objectives" option or even the "Message Log." Make sure you know the bonus multipliers going into the level. Bonus targets conveniently appear in the game environment with red arrows overhead.

STICK TO THE BONUS



If you are given the bonus to use a handgun, along with the bonus target of say, compact cars, then stick to it. Although it is much quicker to take out a little car with a rocket launcher, you won't get

as many points by doing it that way. Stick to the bonuses.

TARGETS: NOT JUST PEOPLE & VEHICLES

There are other targets around that pay large sums other than vehicles and people. If you're near a gas station, take out the pumps and see what you get for each one!



THE NICER, THE TARGET...

Even though you are going to destroy everything in sight, there may come a time when you have to stop one vehicle over another. The nicer the vehicle, the more money you

receive for destroying it. If you're on foot and you need to stop a vehicle to blow it up, the best thing to do is shoot the driver first.



GOT FOOD?

Make sure your inventory is full of Freckle Bitch's burgers. You're going to be running in and out of, and to and from explosions galore, so you'll need to replenish your lost health quickly if you intend to stay in the game. Remember, you can always dial 911 if you run out of food.



Hijacking

Unlocks:

- ★ Los Carnales Hijacking completed: Racing clothing pack unlocked (available at the crib)
- ★ Vice King Hijacking completed: Jewelry pack unlocked (available at the crib).
- ★ Westside Rollerz Hijacking completed: Special Attrazione variant in cribs and garages.
- ★ Ali Hijacking completed: Special Titan variant in cribs and garages.

Objective:

In this Activity, you are initially instructed to hijack a target vehicle, which is indicated on the mini map by a green square. The HUD displays a Damage meter and a timer. You must reach the target before the timer expires. If you fail to do this, you fail the Activity. If you get close enough to the target vehicle in time and inflict enough damage on it to make it stop, the timer is removed.



When you ram or shoot the target, its Damage meter fills. Once the meter is completely full, the target stops and you can hijack it. After you've gained control of the target vehicle, you still need to return it to



the warehouse you started from. You are rewarded with cash and Respect for successfully completing this task.

Westside Rollerz Hijacking



Grease Monkey

The Westside Rollerz Hijacking Activity is located at the Durden Logistics warehouse in Copperton, Truck Yard District. Enter the truck marker on the loading ramp to begin. Inside, you meet a grease monkey named Phil who's working on a tuner. He needs you to bring him some cars so he can strip them down.

In later levels, you'll be chasing down big money targets like armored cars. At level 8, do yourself a favor and stop following the GPS route. Drive up the freeway off-ramp and cruise down the wrong side of the road to catch the target quickly. Then bring a fast sports car you'll need it.



LOS CARNALES HIJACKING

Short and Sweet

The Los Carnales Hijacking Activity is located in a warehouse in the Wardill Airport District. Ralph's shipping company is in trouble and needs your help. He has a list



of the competitors' shipments. He wants you to rob them blind and keep whatever money you make. He just wants to put a hurtin' on them.



The most important thing to know about this Activity is that because of the (breakable) wooden fence around Ralph's warehouse, the GPS sends you the long way around to and from

your destinations. Bust through that fence to the east (or use the area that is already broken) to get to and from places more quickly. Just avoid the trees in the next lot.

Your last few levels take you right by Forgive and Forget and a Rim Jobs. Both of these places can be of great



assistance. The final level involves stealing a SWAT van. Try to take out the driver to speed things up and to put less damage on the vehicle you'll be delivering a great distance.

VICE KINGS HIJACKING

Start-up Capitol

The Vice Kings Hijacking Activity is located in Tidal Springs in the Suburbs.

The BPS trucking company's owner still holds a grudge over those managers that wouldn't hire him as a truck driver at other warehouses while he was growing up. He's ready for paybacks. In the last level, you discover that his true intent was really just to get an FBI SUV



Hijacking Tips

SHORTCUT TO HIJACKING

Aim solely at the driver of the target vehicle to take him out drive-by style instead of doling out so much damage to the target vehicle.

This minimizes the wear and tear on the vehicle—the same one that you must keep intact all the way back to the warehouse



BRING THE HOMIES

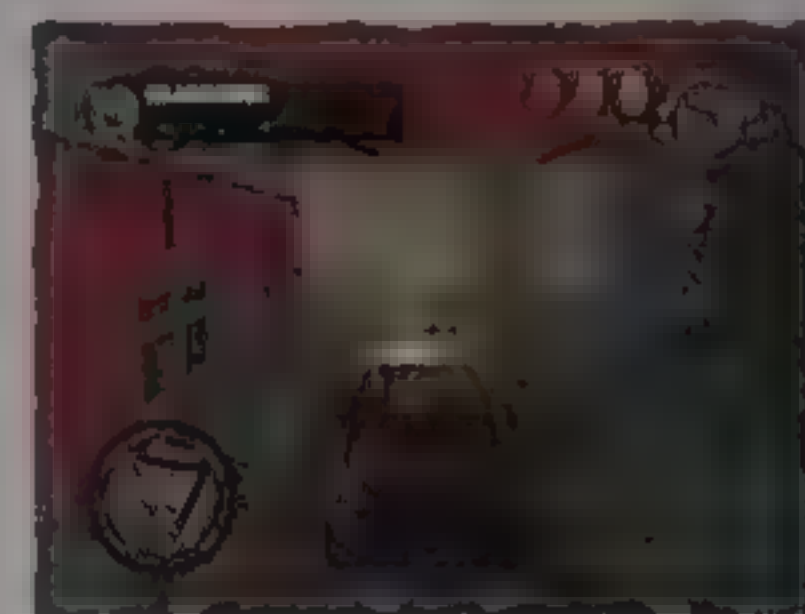
These Activities are much easier when you've got a friend... or three. Take your homies (or Saints) along with you for the ride. You may have to abandon them



sometimes, especially when you reach a two-seater target vehicle, but they sure do help when the cops and rival gangs are hot on your tail.

SHOP STOPS

Forgive and Forget, is a great place to go to get rid of the fuzz or rival gangs if it's along your route. Keep an eye out for the local Rim Jobs, as well. The target vehicle often takes some serious abuse from you, as well as from cops and rival gangs. Repair the car and your chances of returning it safely are greatly increased.



DON'T TRUST GPS

The moment you begin a level, look at the position of the target vehicle on the Pause Menu map. There may be a shorter route than what the GPS is showing. GPS doesn't



cut through parking lots and wooden fences, or take you down the wrong side of a freeway. These things are frequently the key to reaching the target vehicle in time.

Loan Office

3rd Street Saints Loan Office

FAMILY TIES

This "Activity" is found in the downtown area of Union Square. Find the money icon on the map, then waypoint it and *pay* them a visit. The loan shark inside is screaming at his brother for not paying him what he's due. If he treats his own flesh and blood that way, just think what he'll do to you if you don't pay back your loan!



OBJECTIVE

You can always visit First Born Loans if you need some quick cash. This fine establishment will lend you an amount of cash based on your progress in the game (from \$5,000 up to \$50,000). Once you take out a loan, the amount of cash you borrowed appears in red on your HUD until you pay off your debt... interest free!

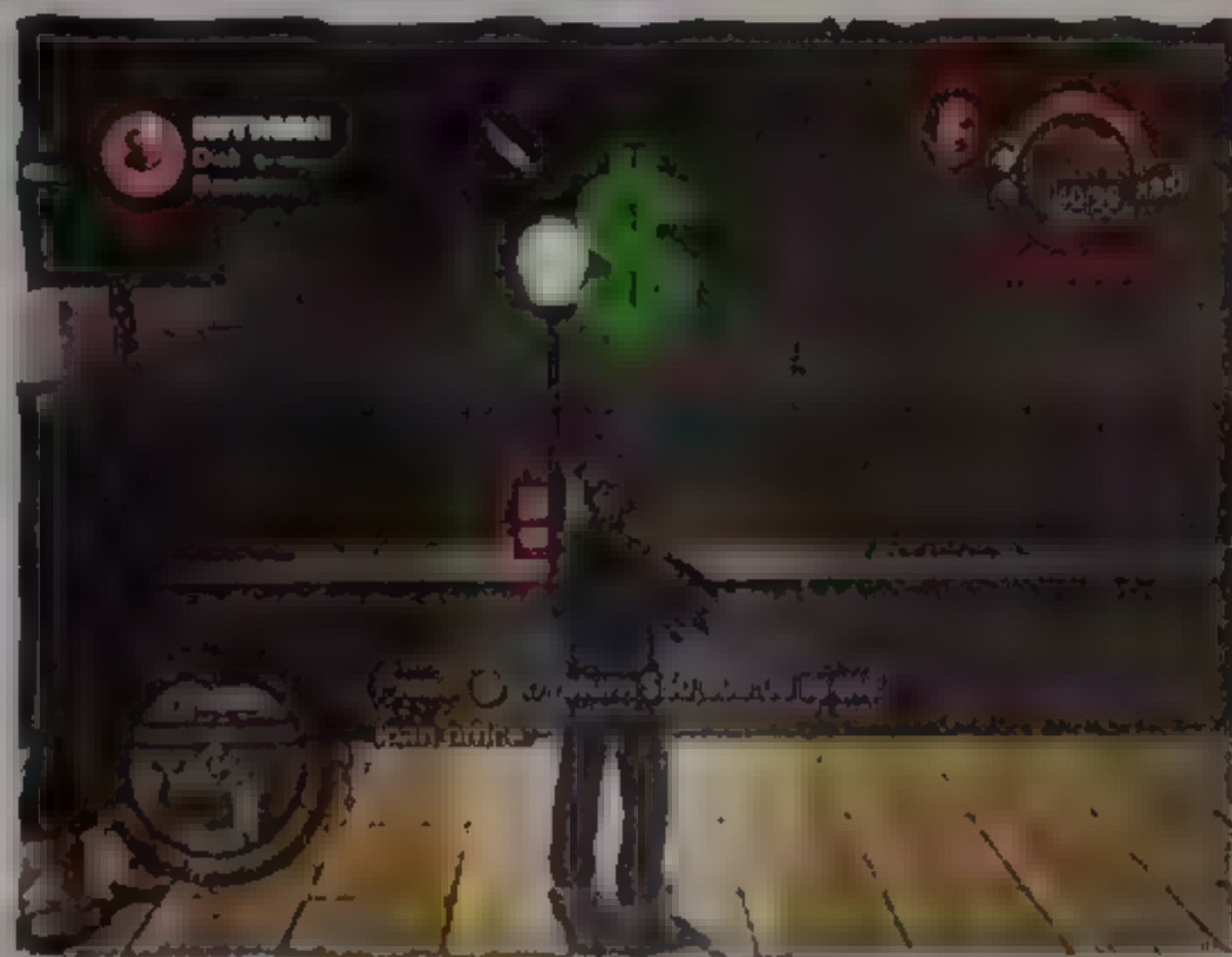
If you fail to pay back what you owe on time (between three and 12 days, based on your progress in the game), the two loan sharks, Mike and Dan, will come after you. You can never permanently get rid of these guys—they will continue to hound you until you pay up.



LOAN OFFICE TIPS

Money Exchange

You are limited to borrowing a certain amount of money (again, based on your progress in the game). To initiate the loan, step in the money marker and press **Y**. To pay back the money, step into the money marker with the correct amount of cash or more in your inventory and press **Y**. There's no interest, so it's a great way to purchase necessary weapons or vehicles when you're in a bind



Mike & Dan

Mike and Dan are relentless. As the last few days of your loan approach, you receive a phone call reminding you to pay the money back. If you fail to do so on time, Mike & Dan come hunting for you. They begin their pursuit in a small car with small weapons. If you take them out, they return with bigger cars and bigger weapons (like their First Born Bulldog). After multiple sequences like this, they eventually return in a helicopter and tirelessly pester you from the sky. Although you can continue about your business, they can throw a major wrench into things; like damaging your vehicles with bullets until you lose them. It's best to repay the money either when you can or when you're done playing with them.





Tagging

Unlocks:

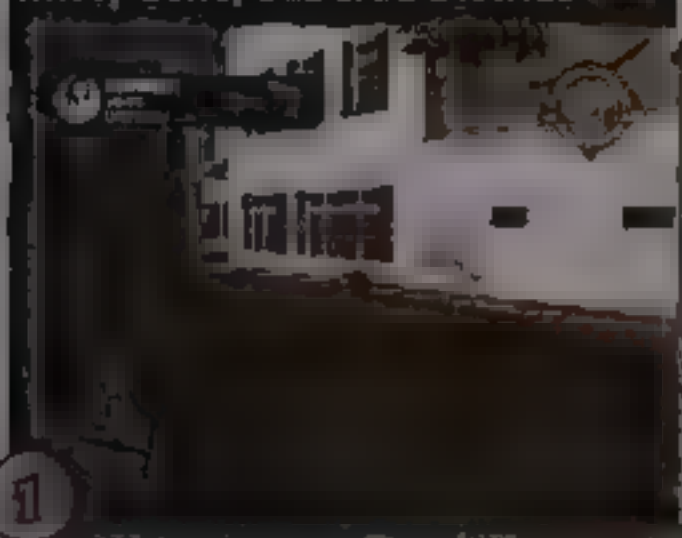
- ★ Los Carnales Tagging completed: 10% Sprint bonus.
- ★ Vice King Tagging completed: +10% Sprint bonus.
- ★ Westside Rollerz Tagging completed: +10% Sprint bonus.
- ★ All Tagging completed: Unlimited Sprint.

Objective

There are 75 Tagging Spots hidden throughout Stilwater. When you find one, enter the area around the floating spray can and press **Y** to initiate Tagging. Once this Activity is triggered, several button commands appear on the screen. Input these buttons presses to spray over a rival gang's tag and earn Respect. If you enter the wrong button command, you must start the whole sequence over. If no command appears, press **Y** repeatedly to spray. Your gang Notoriety increases as you input the button commands (unless you already own that territory).

STILWATER TAGGING LOCATIONS

Misty Lane, Suburbs District



On the side of the corner white house that's surrounded by a breakable wooden fence

Misty Lane, Suburbs District



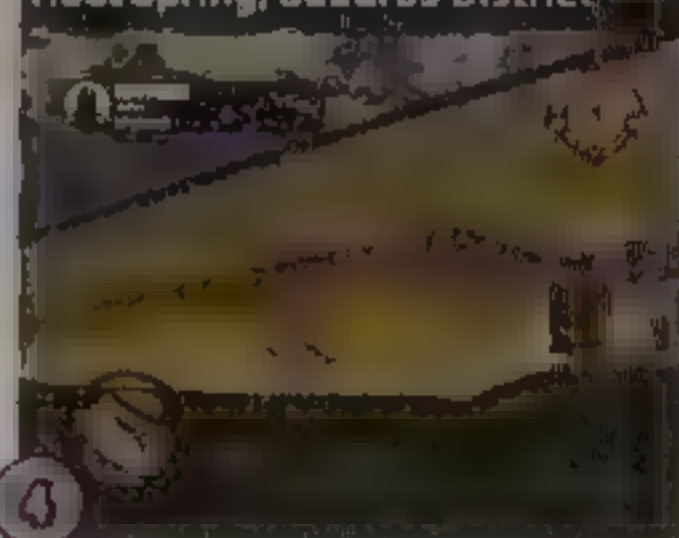
On the east side of the tall white bulkhead (shoreline brick wall) below the suburban home

Misty Lane, Suburbs District



On a brick wall in the alley behind the Technically Legal club

Tidal Spring, Suburbs District



On the west side of the freeway off-ramp just west of Rim Jobs

Tidal Spring, Suburbs District



On the exterior hallway wall of the second floor apartment. This is the easternmost apartment building of the three

Misty Lane, Suburbs District



In the very small alley behind Rim Jobs, on the shop's back wall

Nob Hill, High End Retail District



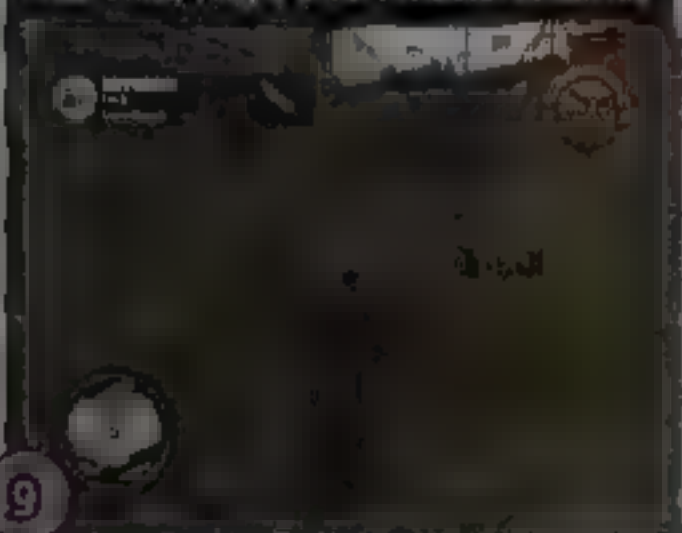
On the exterior, northern, second floor wall of the large shopping center

Filmore, Downtown



On the north corner support column on the second level of the parking garage

Nob Hill, High End Retail District



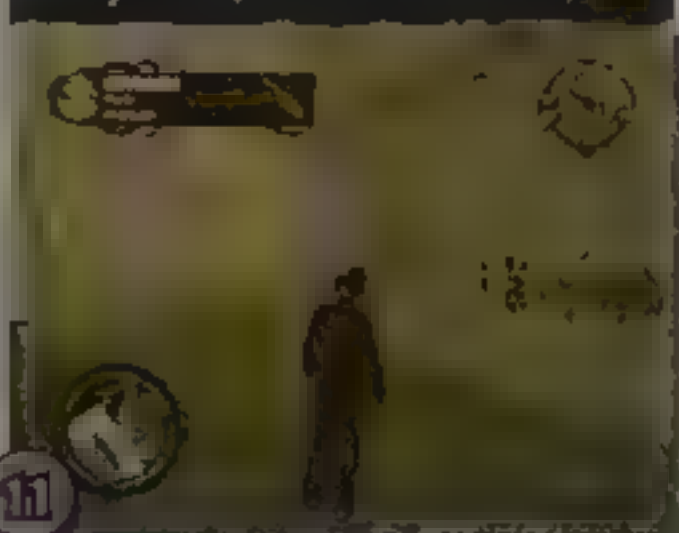
Under the exterior stairs in a recessed level of the tall, white tower. "Forest Veiles Insurance Company" and "Stil Investment" is written on the doorway around the next corner of the building where the tag is found.

Adept Way, Downtown District



On a tall, white wall (back of an alley wall) in the park over the freeway. It's in the back corner where the freeway overpass wall meets the alley wall

Misty Lane, Suburbs District



South of Stilwater Science Center and east of Foreign Auto. The tag is on a wall behind both of these buildings. Enter the park by the large Alderman Hughes statue, then head northwest to the small dead-end alley created by the surrounding walls of the park.

Humbolt Park, Museum District



On the top exterior floor of the Science Center. The tag is on the west side of a large support column.

Notoriety

Amberbrook, Museum District



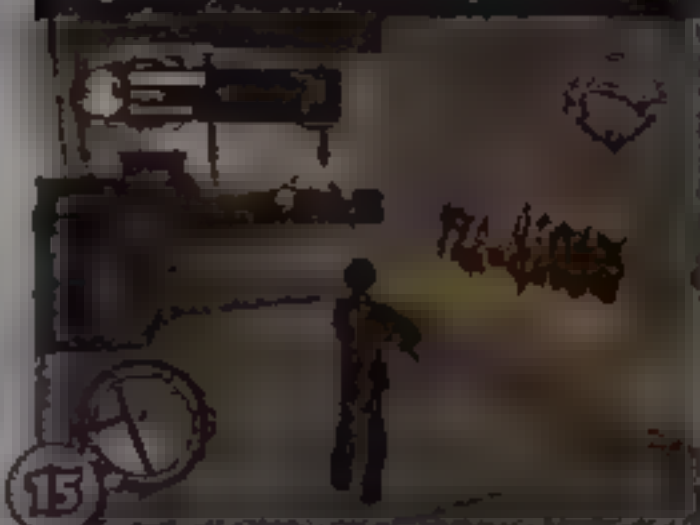
On the wall near the southeastern doorway of the Museum of Paleontology

Adept Way, Downtown District



On the side of the freeway wall, under the eastbound traffic side of an overpass

Brighton, Downtown District



In an alley, on the back exterior wall of the Stillwater Police Station, Precinct 7

Brighton, Downtown District



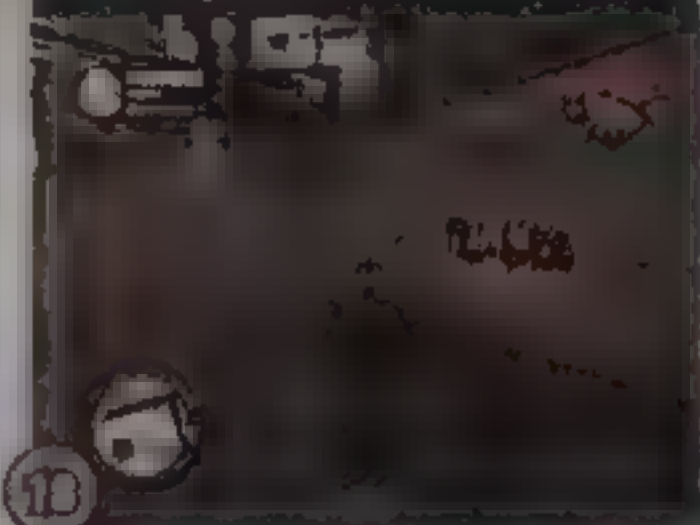
Behind Scratch That Music store. Take the stairs behind the store down to the boardwalk level (not down to the small pier). The Vice Kings tag is on the east side of the stairs near the earthen mound and light pole

Brighton, Downtown District



Under the bridge entrance on the support wall near the shoreline and the bowling pins monument

Union Square, Downtown District



On the wall at the end of the raised walkway that lines the front of Kingdom Come Records

Union Square, Downtown District



On the wall behind the patio tables of the H Market, which is on the raised walkway north of the fountain courtyard

Union Square, Downtown District



On the bulkhead behind a building two doors west of the Loan Office Activity

Filmore, Downtown District



On an apartment building wall, in a little grassy area between the apartment building and the Waldo Trade Federal Tower

Ultor Dome, Arena District



On the wall inside the aqueduct near the Ultor Dome

Ultor Dome, Arena District



On the side of the freeway support wall, in a grassy field. The tag is facing the aqueduct.

Ultor Dome, Arena District



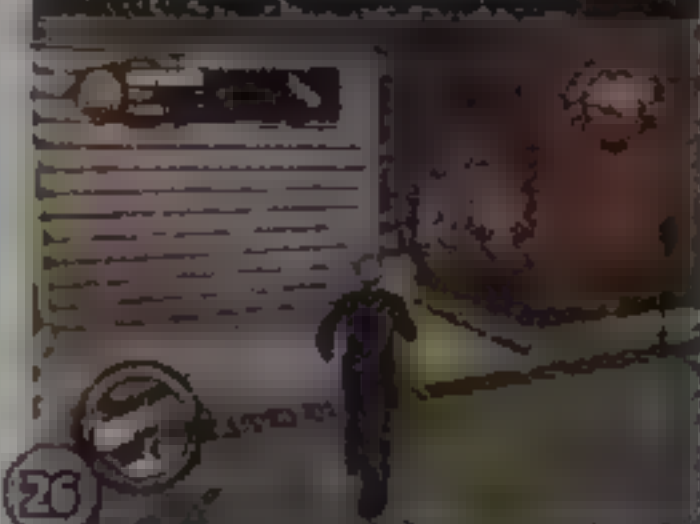
On the Ultor Dome wall, behind a truck trailer on the northeast corner. This is near loading bay B1.

Sunnyvale Gardens, Projects District



On a wall of an old apartment building in a short tunnel that runs through the middle of the structure. It's next to the mailboxes

Ultor Dome, Arena District



In a corner on the side of a brick building east of Foreign Auto

Shivington, Projects District



On the side of a building in the small playground (where a Music CD is located), near the swings.

Shivington, Projects District



In the back parking lot on a building wall in the corner near the wooden fence

Pleasant View, Arena District



Behind the old brick office building directly across the street (west) of the Big Picture Theater. Look beside the parked truck trailer

Pleasant View, Arena District



On the back exterior wall of The Big Picture Theater

Pleasant View, Arena District



In a open alley on the side of the raised freeway's support wall. The tag faces north toward the back of a building, which is also near a parked truck trailer

Shivington, Projects District



Just inside the train tunnel. The tag is on the east train tunnel exit wall. This is west of the nearby highway wall. Find your way to the lots behind the project homes and follow the raised rails to the tunnel entrance

Chinatown, Chinatown District



On the back of a warehouse wall near the freeway. Look beyond the parked truck trailer.

Chinatown, Chinatown District



On the north wall of the Chop Shop

Sommerset, Apartment District



On the stairwell wall, on the landing between the second and third floors

Sommerset, Apartment District



On the outside wall at the end of the aqueduct, near the shoreline

Sommerset, Apartment District



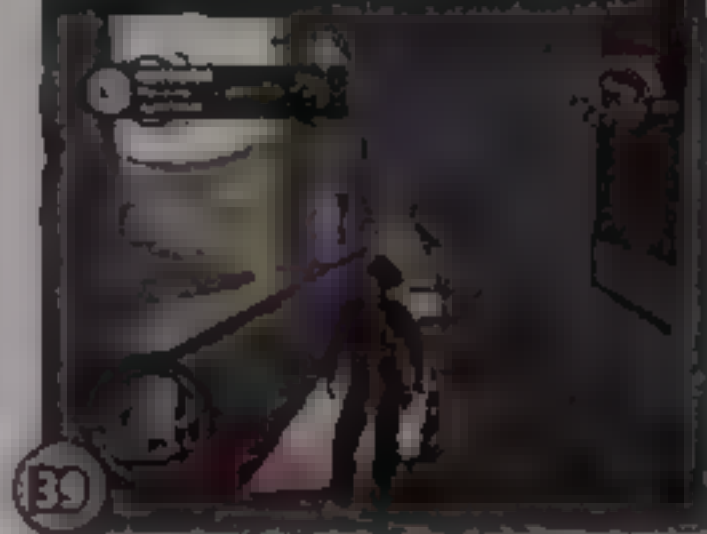
On the short bulkhead wall, on the shoreline.

Sommerset, Apartment District



On the west wall of the Friendly Fire, in the alley beside the nearby house with a picket fence

Chinatown, Chinatown District



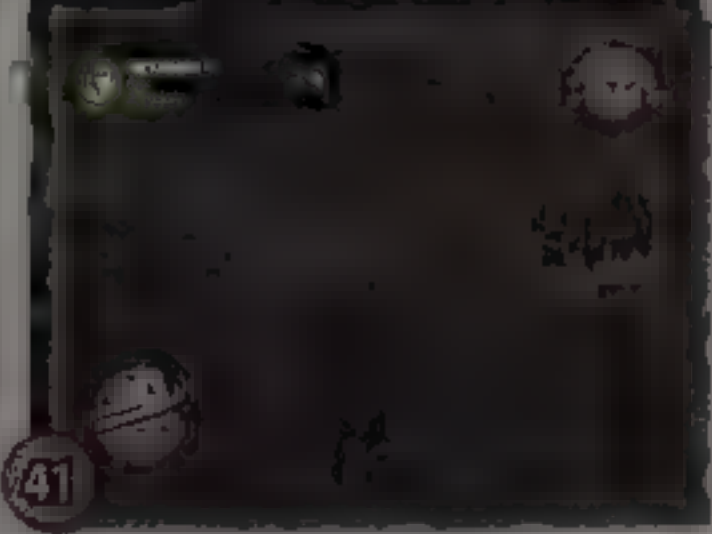
On the exterior second floor of On Thin Ice (jewelry store). Take the exterior stairs to the next floor and follow balcony to the end

Chinatown, Chinatown District



On a wall flanked by Asian temples. Find it between the pond and the parking lot

Bavogian Plaza, Red Light District



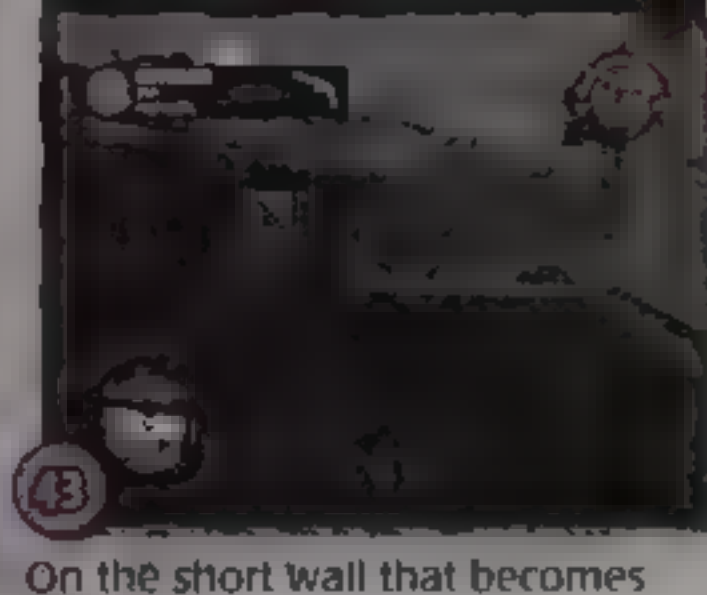
On the wall under the freeway next to Brown Baggers liquor store.

Bavogian Plaza, Red Light District



On the Pussy Cat Strip Club's alley wall

Rebadeaux, Red Light District



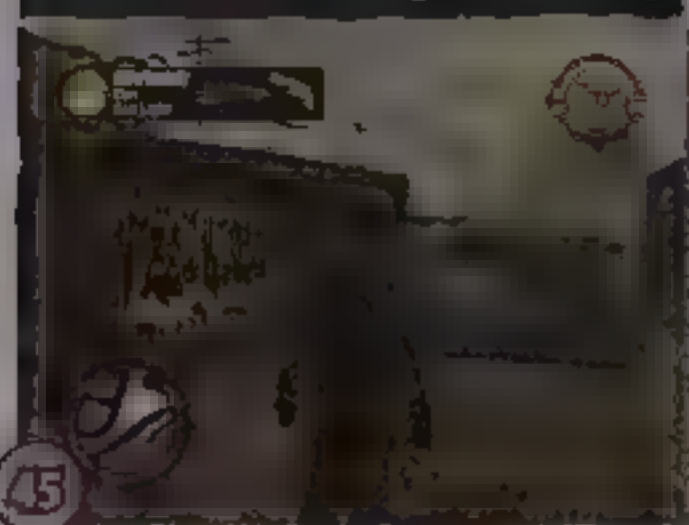
On the short wall that becomes the overpass near the strip club. The tag is beside the strip club opposite the wall where you find Chicken Ned's scribbled unlock number: 555-2445

Rebadeaux, Red Light District



In an alley near The Digital Zone. The tag is directly across the alley from the Psychic Readings neon sign

Prawn Court, Red Light District



45 In the fenced-in, triangular lot near the freeways. The tag is on the side of a storage container, facing an identical container. It's hidden by a construction dumpster.

Prawn Court, Red Light District



46 On the side of the freeway wall. Enter Cheetah Bus Lines' parking lot to reach it.

Copperton, Truck Yard District



47 On the back (west) wall of the Train Logistic building.

Copperton, Truck Yard District



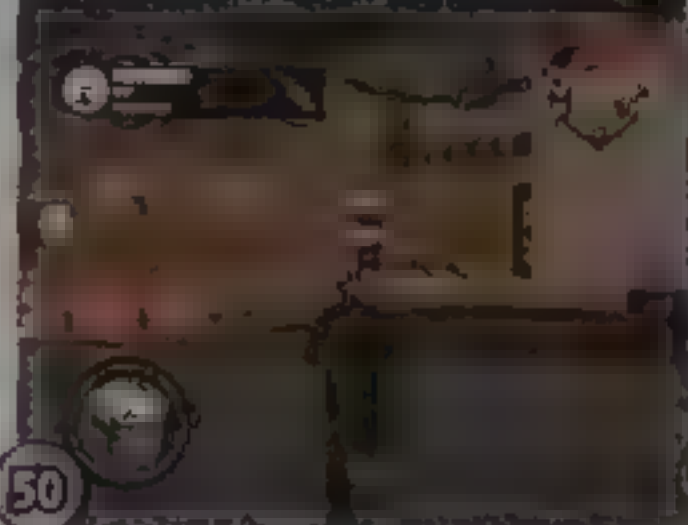
48 On the northwest corner wall of the green warehouse with the B.P.S. transfer trailers parked nearby.

Copperton, Truck Yard District



49 On the south side of the warehouse wall that's between the Hijacking and Insurance Fraud Activities. Find the road-blocked entrance to the back lot to reach the tag.

Copperton, Truck Yard District



50 On the Durden Logistics warehouse's north side loading bay wall.

Southern Cross, Barrio District



51 On the second floor of the parking garage. Look on the wall beside the elevators.

Cecil Park, Barrio District



52 In a small fenced-in median at the curve of the road south of the Insurance Fraud and Snatch Activities.

Black Bottom, Factories District



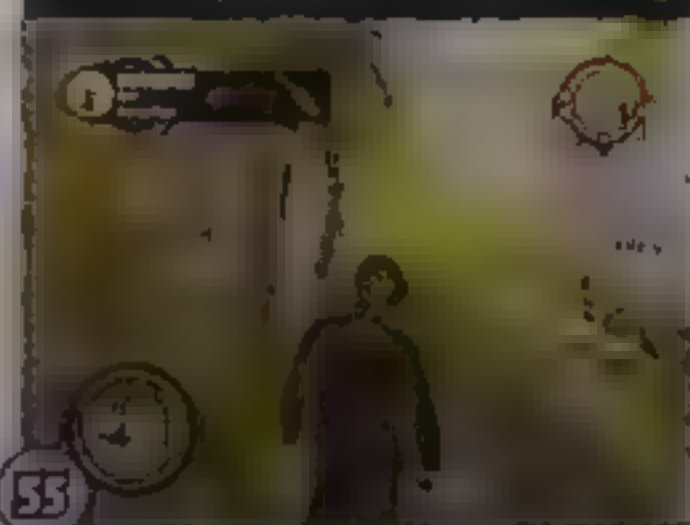
53 On the east side of the northwesternmost water tower in the factory yard. The tag is on the cement base.

Fox Drive, Factories District



54 On the side of the skewed cement wall near the train cars beside the Boneyard Junkyard. The tag is near the small overpass to Black Bottom.

Fox Drive, Factories District



55 On a wall under a dilapidated overhang and behind two truck trailers at the rundown factory at the end of the road east of the Boneyard (Drug Trafficking). A Racing Activity is held here.

Pilsen, Factories District



56 On the south side of the raised freeway support column. You must turn left (off-road) before you reach the gates of the factory at the end of the Fox Road. Follow the narrow ledge until you reach the column.

Stoughton, Docks & Warehouses District



57 Hidden between huge freeway support columns. It's on the back of the double on-ramp north of the Freckle Bitch's billboard.

Charlestown, Docks & Warehouses District



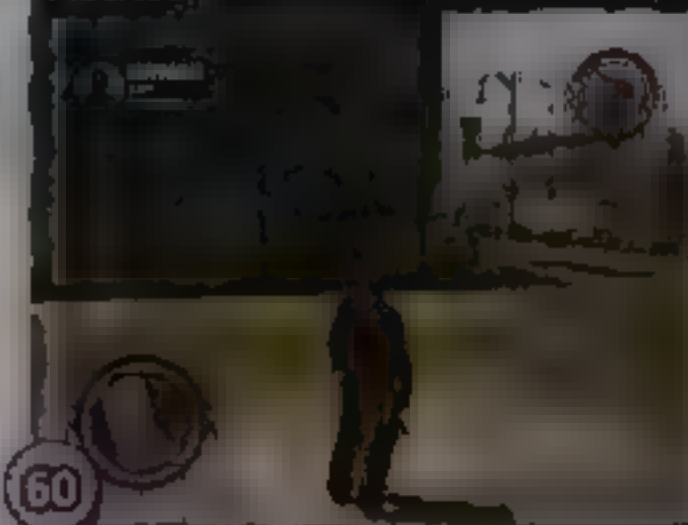
58 On a wall in the back corner of the large, gated, J.J. Brown textile factory, across the street and west from the double on-ramps.

Stoughton, Docks & Warehouses District



59 In the northwest corner of the old shipyard, "The Bone Yarrgh!" The tag is on the wall below the road and behind an old boat haul.

Stoughton, Docks & Warehouses District



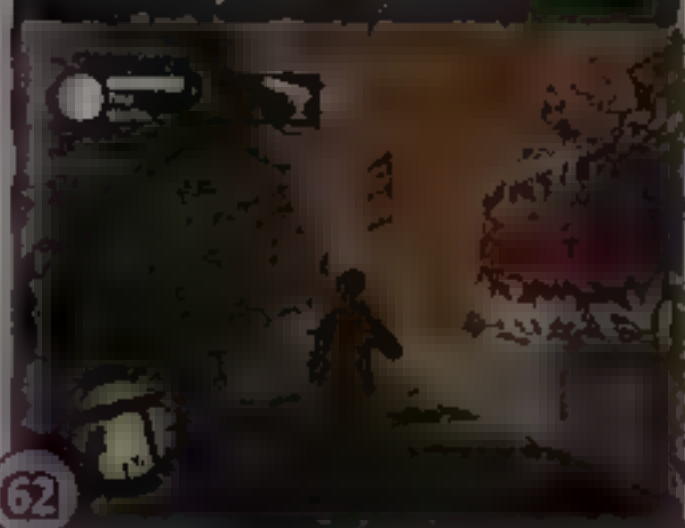
60 On the northwest corner of Durden's Shipping & Storage building.

Stoughton, Docks & Warehouses District



At the end of the middle dock jump over the railing and find the tag on the lift column.

Cecil Park, Barrio District



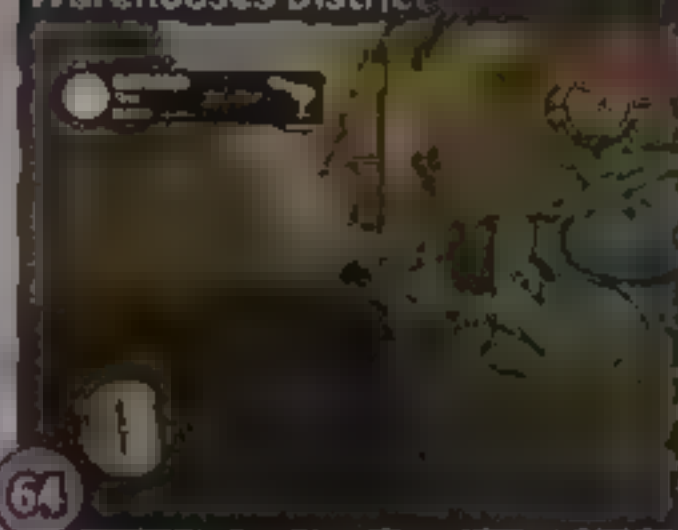
On the side of a brick building, just off the main road near an inclined loading bay. It's one block south of the plastic surgeon.

Cecil Park, Barrio District



Behind the strip of shops under the raised freeway

Charlestown, Docks & Warehouses District



On the north side of Durden's Shipping & Storage building. This is in a narrow alley created by the back of the buildings and the nearby freeway

Ezpata, Barrio District



On a building's brick wall, in a small courtyard with park benches. This is south across the street from the corner No-Vin Used Car Superstore.

Cecil Park, Barrio District



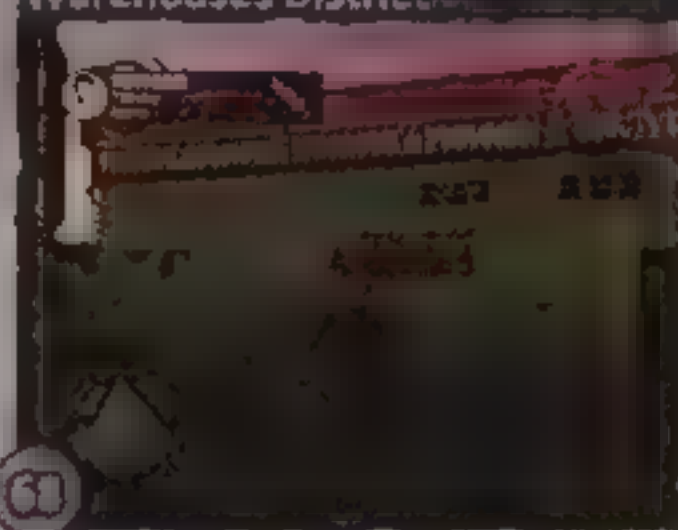
On the south wall, in the alley of the Vinos Y Licores store and the El Jarocho restaurant

Black Bottom, Factories District



On the back of a freeway support column, near a large pipe high up on a rocky hill near the railway. Start at the Forgive and Forget mentioned in tag #68 to reach this tagging spot

Charlestown, Docks & Warehouses District



On the back wall of Forgive and Forget

Poseidon Alley, Docks & Warehouses District



Jump into the water and head under the little road bridge. The tag is under the bridge on the east side

Poseidon Alley, Docks & Warehouses District



On the short bulkhead wall behind all the cargo containers at the docks. It's north of the large crane

Poseidon Alley, Docks & Warehouses District



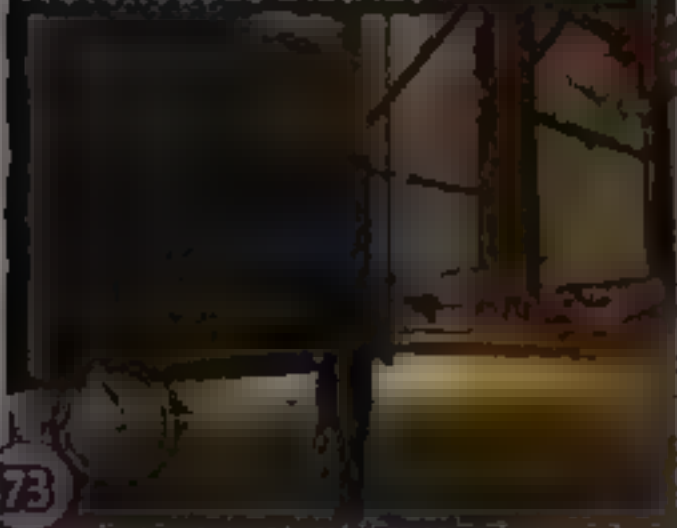
Find your way through the gaps among the stacked shipping containers to find the middle area. Head to the side of the large warehouse to discover the tag on the brick wall

Poseidon Alley, Docks & Warehouses District



There's a brick-paved loading dock across the street and to the south from the storage container yard. The rusted warehouse is named "Clayton And Veil Whare." The tag is on the road wall near the old fuel tanks

Poseidon Alley, Docks & Warehouses District



On the last shipping container at the end of the pier

Poseidon Alley, Docks & Warehouses District



Jump off the road and down into the small vegetated alley between the road and Durden's Shipping & Storage building. The tag is on the side of the white road wall.

Poseidon Alley, Docks & Warehouses District



On the south side of the first warehouse on this pier. The tag is in a little nook.

multiplayer tactics

The following tips are provided courtesy of the minds behind the game—the development team at Volition!

big ass chains

- ★ Turning in two chains at once is worth more than turning in a single chain twice.
- ★ Remember that players with four or more chains show up as a red circle on everyone's map.
- ★ Players cannot drop off chains if a car is over the drop-off point.
- ★ The most important thing is the chain. Camping at the drop-off is an easy way to steal some points.
- ★ Dropped chains appear on everyone's map as green circles.

blinged out ride

- ★ As soon as you see a car reach level 4, run over to the victory drop off to either protect or destroy the car, depending on which team you're on.
- ★ Use damaged vehicles to barricade off the drop-off point, then blow them up when your opponent gets near.
- ★ If time expires, the team with the highest level car wins.
- ★ When time runs out, the team's garage no longer protects their team car.
- ★ Camp at an opponent's base when the timer runs down to quickly destroy their team car. This brings it to a lower level than yours and grants you the win. This only applies when both teams are at the same level and the game has gone into Sudden Death.
- ★ Leave enemy cars that have been abandoned in the field so they don't respawn at their base.
- ★ You're invulnerable for five seconds after respawning. Take cover quickly.
- ★ A well placed sniper can create chaos and give your team an advantage.
- ★ Park cars in front of the other team's garage after they upgrade to make it difficult for them to return their car to safety.
- ★ A smoking car is a bomb on wheels. Ram it into your enemy's Bling car, then hop out and blow it up.
- ★ Leave your Bling car in the garage after level 2 so it doesn't get damaged.
- ★ You'll need to use the handbrake to make tight turns, especially in the arena map where everything is crowded!
- ★ If you have enough cash to upgrade your car, you won't get any more until the car is upgraded.
- ★ Don't forget to pick up the cash dropped by killing enemies and the enemy team car.
- ★ Use the extra cars to block off the ramps and stairs when dropping the level 4 car off on Hustlin' and The Barrio.

- ★ Park the level 4 car next to the barricades for extra protection in The Ulfar Dome.
- ★ Let your opponents upgrade their car before blowing it up to waste their time and money.
- ★ If a player is spawn camping from afar, let them. It will give your team free cash.
- ★ Have a teammate drive another car in front of the Bling car to make sure the path is clear.

co-op

- ★ Unlike the other multiplayer levels, pressing Down on the D Pad will not heal you. However, you automatically regenerate health back to 25% when it runs low. Remember this—it can mean the difference between life and death.
- ★ The cops and gangs are stronger and smarter than their single-player counterparts, so never let your guard down.
- ★ In general, rifles are your preferred weapon.
- ★ Cops and gang members will re-spawn as time passes.
- ★ Teams that stay together have a better chance of winning.

turbulence

- ★ Use crouch to your advantage. The counters, tables, and chairs that are scattered throughout the level make great cover, and walking against the object will raise you just high enough to shoot over it without getting hit by the cops.
- ★ Always watch the mini map. If you're getting surrounded, firing a shot around the corner will stop the cops from advancing long enough to recover.
- ★ Shotgun have poor accuracy from a distance. If two cops are coming at you, one with a shotgun and the other with a rifle, kill the one with rifle first—he is the greatest threat from long range.
- ★ Always watch your back. Cops will appear behind you. If you don't see any danger ahead, spin around to check behind you before advancing.
- ★ Never charge the cops. Holding back and taking your time to let them come to you will allow you to live longer.
- ★ Cops carry grenades, and these are the silent killers.

protect the pimp

- ★ Use pipe bombs to clear hallways and stairwells.
- ★ When playing the pimp, hide behind corners and try to catch the hitmen off guard.
- ★ Don't rush ahead when you're a hitman. Stay with your team and make the pimp come to you.
- ★ Don't run in front of your teammates; friendly fire does kill.
- ★ Pipe bombs will cause the pimp to ragdoll.
- ★ The pimp can be a good distraction as the hitmen focus on him, but this can quickly turn bad if he gets isolated or stays out too long.
- ★ The pimp's team starts together, while the hitmen are spread out. Use this time to isolate and kill some of the hitmen.
- ★ The pimp must save his sprint to quickly close and pimp-slap hitmen for an instant kill.
- ★ The arrows signify who is on your team, not who the enemy is. The mini map indicates the location of your teammates, not the other team (it wouldn't be much fun if you knew where everyone was). This is different from single-player and may be confusing for new players.
- ★ Sometimes it's better to distract the hitmen and have the pimp sneak by, rather than trying to kill the hitmen.
- ★ You have less sprint than normal as the pimp. You can't outrun hitmen, so use as much cover as you can find.
- ★ Hiding and letting the pimp 'n posse get by you is a good way to sneak up behind them and get some easy kills.
- ★ The pimp is powerful on Crunch Time and Code Blue because of the corners, but weak on Holding Pattern because of the open areas.
- ★ There's a time limit. If the pimp is left alone, wait him out. Charging him is what he wants.

mob rule

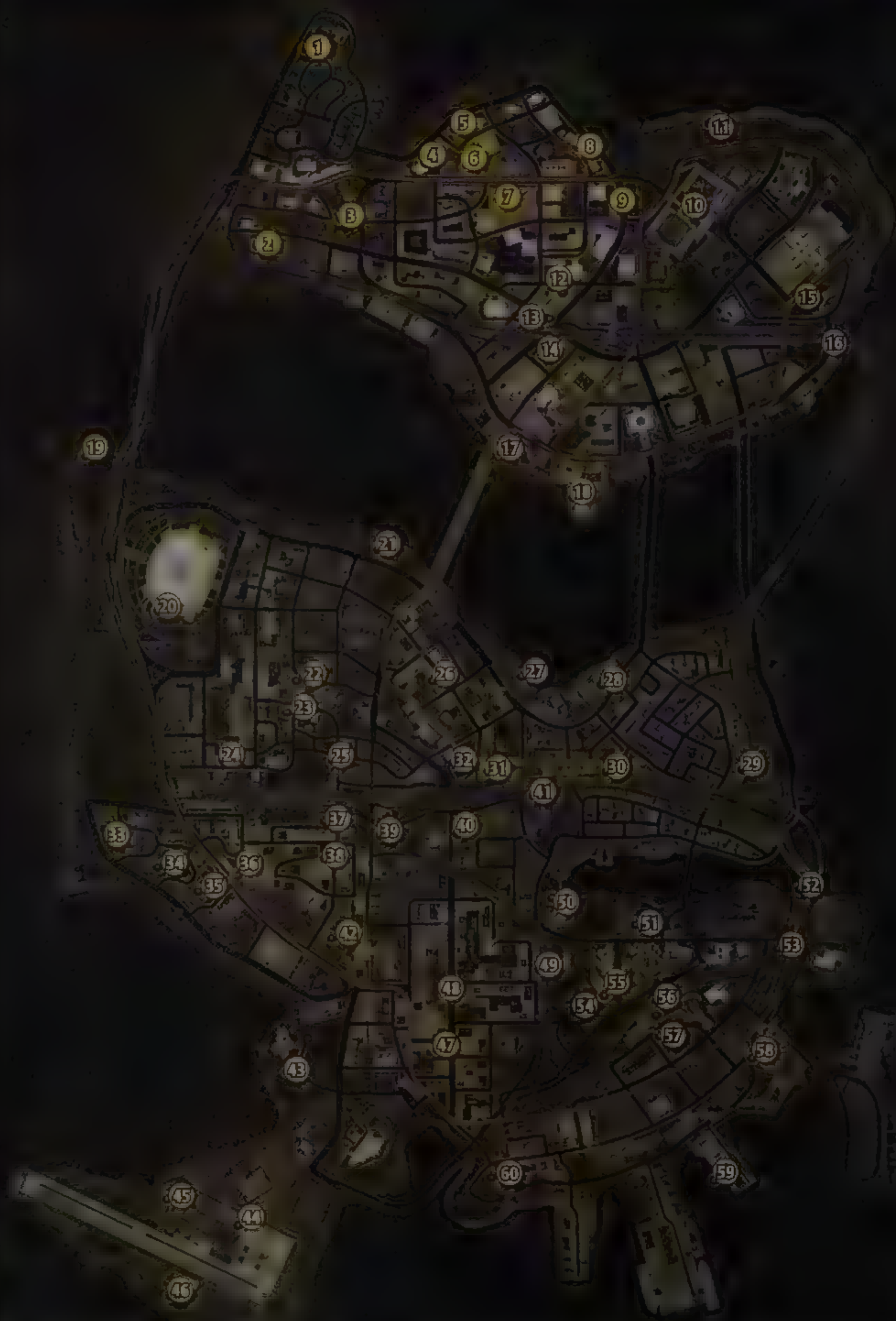
- ★ The street dividers spread throughout the level are your best defense. Shoot from behind them to clear a mob of gang members without taking much damage.
- ★ Always use short bursts for greater accuracy with the AK47. Ammo is plentiful in this level, but wasting time usually means death.
- ★ The shotgun is only useful around corners at very close range. Use it sparingly—more than likely, it will get you killed.
- ★ The Vice Kings are more fearless than the cops, so firing around a corner will not stop them as often.
- ★ Remember that corners are either your best friend or your worst enemy. Always be aware of the gang members coming. They will open fire quickly around the corner.
- ★ Gang members have pipe bombs and Molotovs.
- ★ The goods you are carrying have a time limit when on the ground. When that time limit expires, they will respawn.
- ★ If you die a long way from your starting point, it is possible that the gang members at the start will re-spawn, so be aware that the streets will not be empty all the time.

general tips

- ★ Make sure you are out of the way and as hidden as possible before you start healing.
- ★ Shotguns are excellent close-range weapons against vehicles.
- ★ Fire your shotgun through a car window to take out the driver.
- ★ Shoot out vehicle tires to reduce the driver's handling.
- ★ Make a quick trip to an enemy base and shoot out one tire on every car.
- ★ Headshots inflict significantly more damage.
- ★ You can invite people into a party via the lobby, as well as through the friends and players list.
- ★ You can join another player's lobby through their gamercard.
- ★ Your aim is more accurate when you're crouching.
- ★ Explosions cause pipe bombs to detonate in midair.
- ★ Create a color theme for your gang so that all members have a recognizable look.
- ★ Use custom matches from a lobby to practice your skills against friends.
- ★ Don't forget to press Down on the D-pad to eat a burger and heal up when your health is low.
- ★ Shotgun damage scales with range—the closer the better.
- ★ Short burst, automatic weapons fire is more accurate than long bursts.
- ★ Weapon balance is different between single-player and multiplayer.
- ★ When you first spawn, you're invulnerable for a few seconds, which helps get off the roof in the corner quickly.
- ★ If you want to get down a few floors quickly, slow your fall by clinging to buildings.
- ★ Cars are great weapons. If they don't kill, they will probably ragdoll a player for easy mop up.
- ★ The handbrake on the car is key for making tight turns.
- ★ When using rockets, aim at the target's feet for the best results.
- ★ The speakers in the arena can be shot to drop them on other players.
- ★ You are completely vulnerable for a few seconds while climbing.
- ★ Players can't use weapons if they're on fire. Light them up with a Molotov, then finish them off with a pistol.
- ★ If you are surrounded by the other team and things are looking grim, lob two pipe bombs for a suicide maneuver that will probably kill two or more enemies, as well.
- ★ Always stay on the move while fighting.
- ★ If you start to reload and then sprint, you'll reload while sprinting.
- ★ Taunt your opponents by pressing Left, Up, or Right on the D-Pad.

extras

ed collection



music cds

Unlocks:

- ★ 10 CDs collected: Don't F*** Me Like I'm Your Wife, by Aisha
- ★ 20 CDs collected: Man Up, by Ghostface Killa
- ★ 30 CDs collected: Get Out of My Way, by Daz Dillinger
- ★ 40 CDs collected: Hurry, Hurry, by Strong Arm Steady
- ★ 50 CDs collected: Shut You Down, by Rhymefest
- ★ 60 CDs collected: Saints Row, by David Banner



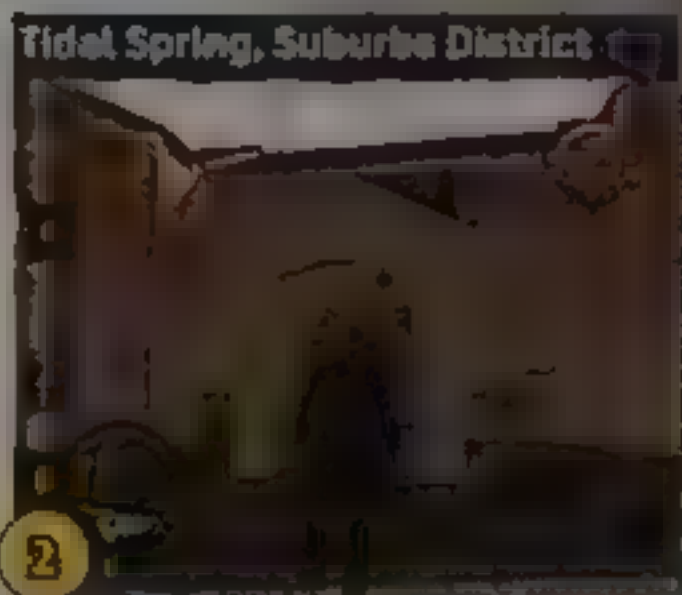
Objective

There are 60 CDs hidden throughout Stilwater. For every 10 you find, you unlock a bonus song that can be played in your Custom Soundtrack. Use our map to determine the general area of the CD, then set a waypoint on that location in your Pause Menu map. Use our tips below to help pinpoint these locations.

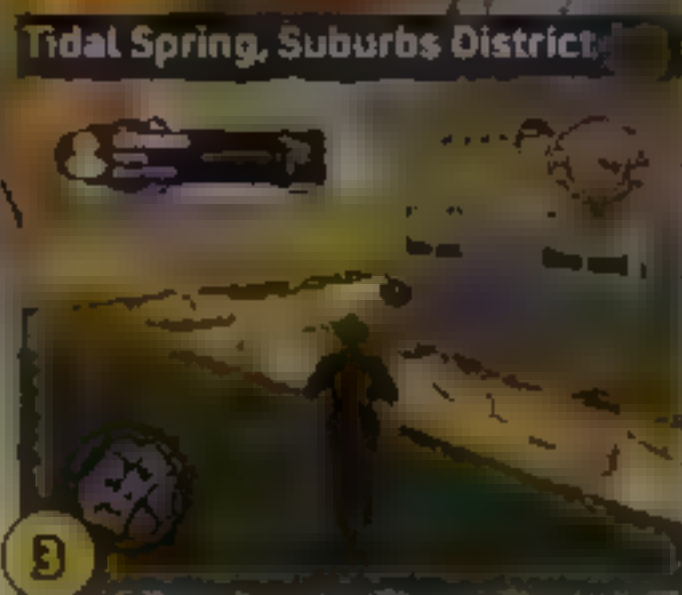
STILWATER'S CD/MUSIC COLLECTION



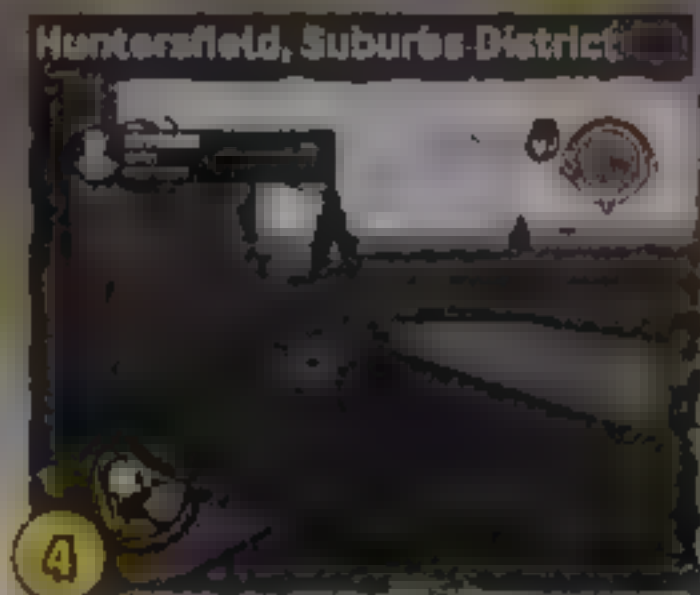
On the back patio of the house closest to your crib (or Sharp's mansion, depending on when you find it).



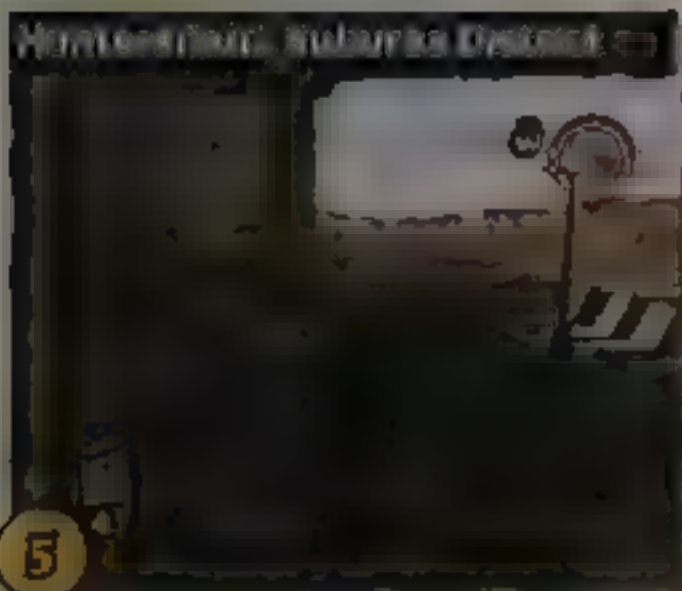
At the top of the stairs to the apartment near the raised freeway.



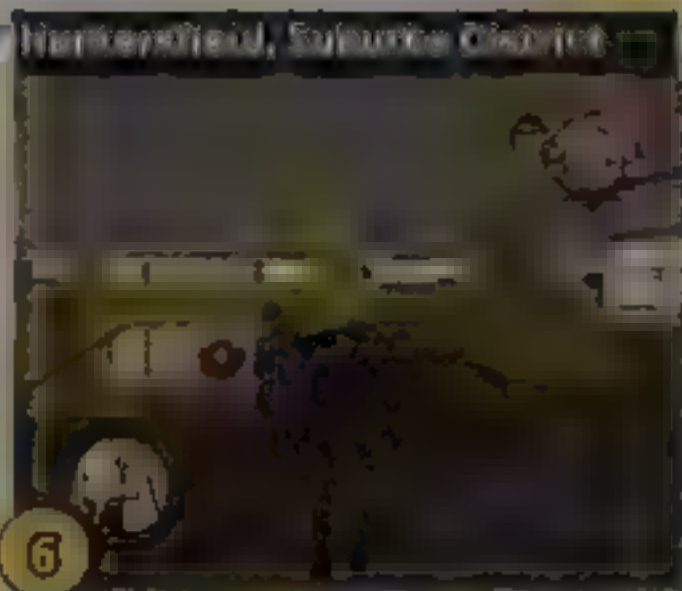
In a backyard near the burning fire pit.



Beside a pool behind a privacy fence, next door to Brown Baggers.



On the front balcony of the store next to Brown Baggers.



At the top of the ramp on the top floor of this parking garage.



At the top of the stairs on the second floor of the outdoor mall.



Enter the bricked privacy fence through the west side. The CD is next to the pool.

Nob Hill, High End Retail District



Find the staircase on the right side of Lakafn Cocoon. Follow the balcony to the front of the building to find the CD in front of the Redveil storefront.

Humbolt Park, Museum District



At the base of the monument next to the Stilwater Science Center.

Humbolt Park, Museum District



Over the cliff, on the narrow rocky shoreline.

Nob Hill, High End Retail District



Up the south steps of the NNC building. The CD is on a small step-like stage.

Nob Hill, High End Retail District



In a corner at the bottom of the steps at the south end of the NNC building's lower walkway.

Filmore, Downtown District



In the recessed walkway around the strip of stores. The CD is in front of a store called, "Roser".

Amberbrook, Museum District



In the lot where you find a bulldozer in the main story missions.

Brighton, Downtown District



On a ledge behind the Irish Pub and beside the raised freeway. Jump up onto the wall behind the pub to access the grassy median with the CD.

Union Square, Downtown District



On the balcony behind the Torin Bank, next to the bridge.

Union Square, Downtown District



Follow the stairs behind the Loan Office Activity down to the large arena. Find the CD in front of the Arena Store.

Ultor Dome, Arena District



Follow the dirt road between the aqueduct and the freeway to the water treatment facility. Find the CD within the small, breakable fence area, amongst spools, propane tanks, and a large trash bin.

Union Square, Downtown District



By the many porta-johns at the Ultor Dome, just west of the Demolition Derby Activity.

Sunnyvale Gardens, Projects District



Behind the old "Uncle Spackle's Tackle" shack on the shoreline.

Shivington, Projects District



On the playground near a tagging location.

Shivington, Projects District



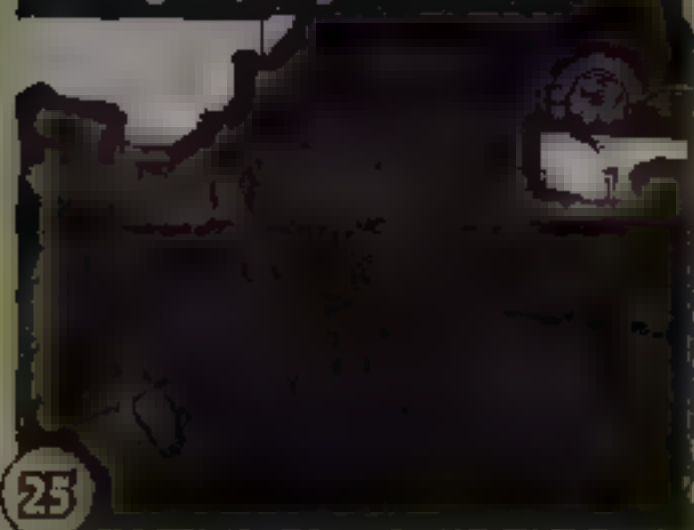
On the foundation of a destroyed house on the corner.

Pleasant View, Projects District



Hop the fence behind Zatro's Bar to find the CD in the small back yard.

Shivington, Projects District



25 Behind the breakable wooden fence, below the raised train track

Bavogian Plaza, Red Light District



26 At the Uranus Theater's ticket window, accessed from the back parking lot. The front of the building is labeled, "Phil J's Adult Store."

Rebadeaux, Red Light District



27 On the furthest and lowest end of the small wooden pier

Mission Beach, Saints Row District



28 On the floor of this building that's under construction

Mission Beach, Saints Row District



29 In a ramshackle cul-de-sac, near a dumpster in the street

Pleasant View, Projects District



30 In the small back yard between the projects row of duplexes and the raised freeway. Use the sidewalk/driveway of the second home from the corner to reach the back yards

Prawn Court, Red Light District



31 In the nook at the front door of the Cheetah Bus Lines.

Prawn Court, Red Light District



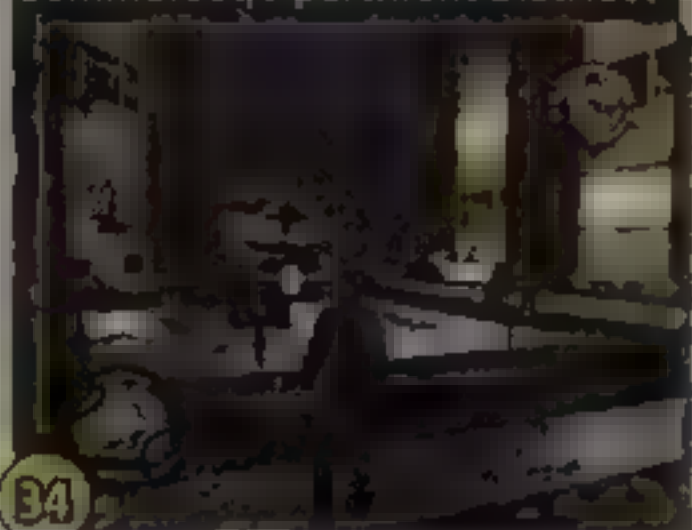
32 In the parking lot of the two-story red brick building with the "Porn Star Night" posters on the wall

Sommerset, Apartment District



33 On the third floor balcony of the apartment building

Sommerset, Apartment District



34 In the picnic area between apartment buildings

Sommerset, Apartment District



35 Beside the gated pool between apartment buildings

Sommerset, Apartment District



36 Knock the wooden fence down next to Friendly Fire to find the CD in the small side yard

Chinatown, Chinatown District



37 Smash through the green, chain link privacy fence around this warehouse to find the CD next to the loading bay doors.

Chinatown, Chinatown District



38 Inside the covered, lion-gargoyle guarded corner entrance to the Oriental building where you meet Mr. Wong for the Hitman Activity

Copperton, Truck Yard District



39 Break through the privacy fence around this construction site under the raised freeway to find the CD next to the trailer office. You can also enter through the opening on the east side

Copperton, Truck Yard District



40 In the back, behind the green warehouse surrounded by breakable wooden fences

Copperton, Truck Yard District



41 In between two blue, double-stacked shipping containers behind the loading dock on the corner

Chinatown, Chinatown District



42 In the oriental gazebo in the middle of the feng shui park

Ezpata, Barrio District



43 Next to the goldfish pond in your (or your future) mansion's gazebo.

Wardill Airport, Airport District



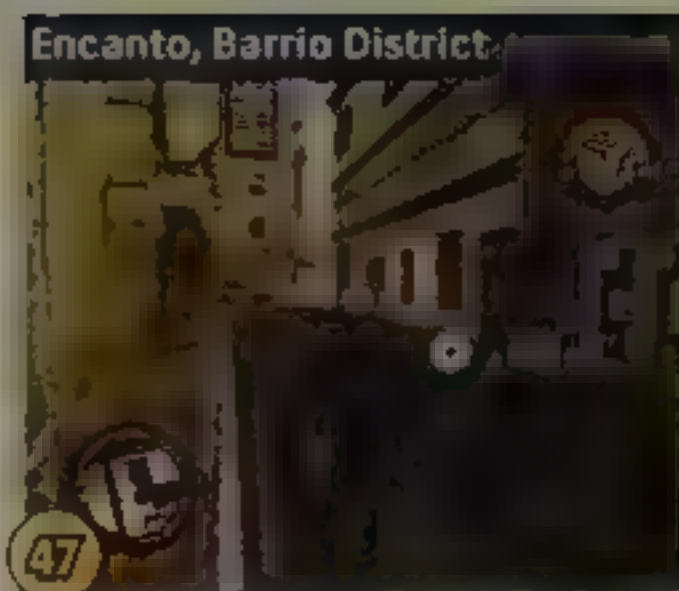
44 Use the ramp to reach the top of this hangar. The CD is on the rooftop



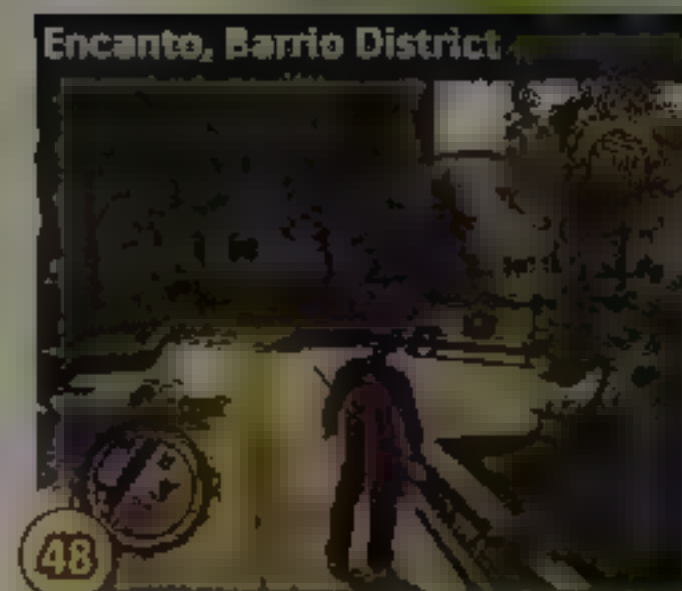
45 Behind the chain link fence in the rear of the radar building. Break through the fence with a vehicle or hop it.



46 Behind the control tower building.



47 In an alley west of Scratch That Music store



48 Near the park benches in the small courtyard just off the main road



49 On the walkway, in the strip mall (exterior store fronts)



50 In the back of the recessed foundation of the power generator towers



51 In a corner on the lot within the Summers Manufacturing buildings.



52 At the end of the broken rail bridge



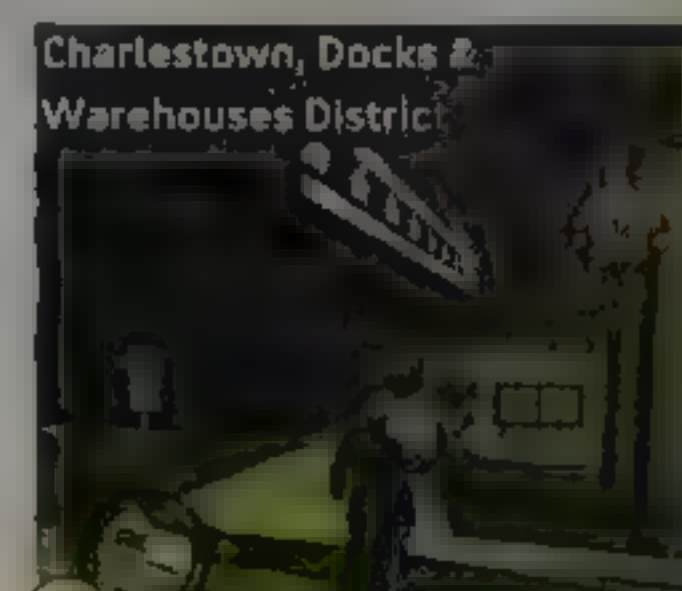
53 On the low dirt road beyond the tracks. The CD is next to an old storage building.



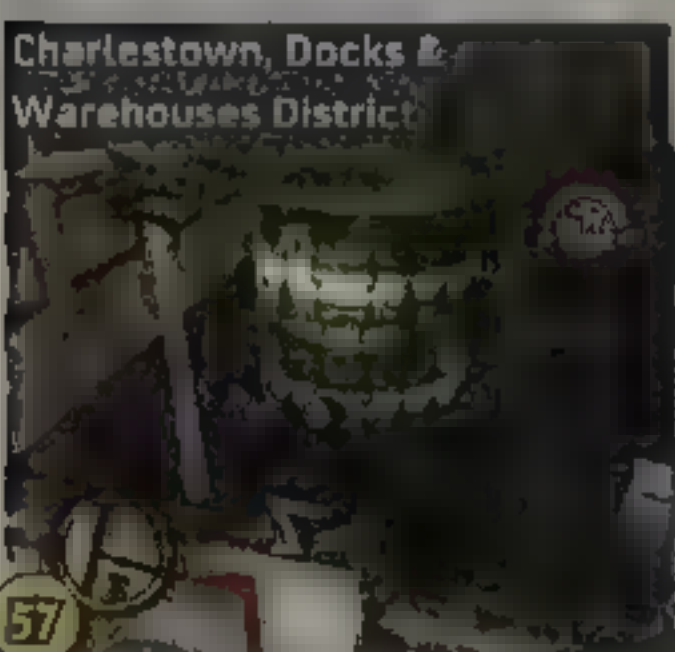
54 On a small island in the murky water below the freeway



55 Within the smaller tanks on a platform near the small brick building, south of the large water tanks



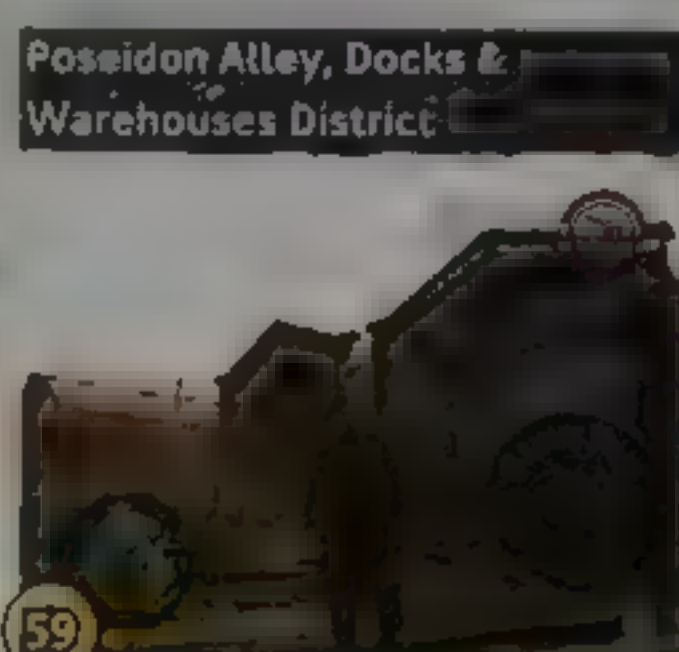
56 Behind The Butter Pole Bar & Grill building. In a nook between buildings at the bottom of a couple steps.



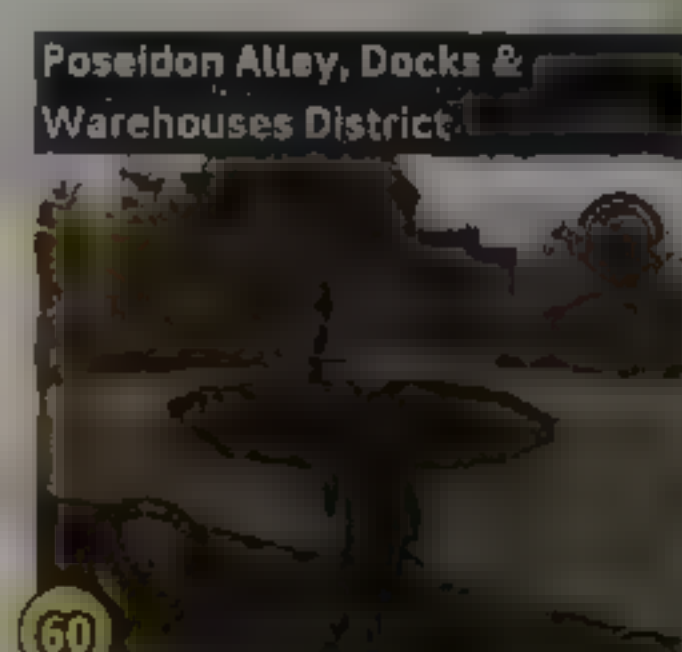
57 Across the street from The Butter Pole Bar & Grill, you'll see a couple of rusted, green water towers with an old stone wall around them. Jump over the wall from the road between the bar & grill and the water towers to reach the CD at the foot of the towers. Use a car to jump up onto the edge of the wall if necessary.



58 In the southwest corner of The Bone Yarrgh! Boat junk yard. Jump down from the road into this recessed area for quick access.



59 At the end of the only dock on the west end of this pier



60 On the small island, in the pond.

homies-homies

There are special Homies that you can call to join your party any time that you are not in the middle of Activity, Mission, or Stronghold. You can have up to three Homies in your party at a time (as long as you have worked up to this amount).

Homies come with their own heat. They draw and holster their weapons when you select and put away a firearm of your own. Your Homie will follow you around and attack your enemies as long as you initiate combat.

If a Homie is dismissed, you get smoked or busted, or they are defeated in battle, your Homie will not be available until one game day has passed.

wheel woman

Wheel Woman is unlocked after completing the first 3rd Street Saints mission, "Canonized." Call her and she drives up in her Destiny. When you enter her vehicle, you ride shotgun and she takes the wheel. You can perform drive-bys while Wheel Woman controls the car. When you approach intersections, you have the choice of turning or continuing forward by tilting the left thumbstick. There are no drive-by weapon limitations; you can use any weapon in your inventory for this purpose. Wheel Woman drives any vehicle you enter—if she's in your party, she's driving. Vice 9 is her weapon of choice.



will

Will is unlocked by completing the two levels of the 3rd Street Saints Snatch Activity. Call him up and he arrives in a tricked-out Hammerhead, packing a Vice 9. Not only is he a good sidekick, but his vehicle also comes in real handy if you're stuck out in the middle of nowhere and need some wheels. He's just a phone call away.



samantha

Samantha's nice to have on your team even if she isn't doing anything. This stripper Homie is unlocked after completing all eight levels of the Vice Kings Escort Activity. She's nearly naked, drives a Stiletto, and packs a K6. This is any warm-blooded man's dream.



laura

Laura is the funniest character in the game. She's the housewife who found that selling drugs is more profitable than giving piano lessons. She's full of great one-liners. Unlock Laura by completing all eight levels of the Westside Rollerz Drug Trafficking Activity. When called, she pulls up

in her Hannibal minivan and whips out a large shotgun if called to fight. This kind of firepower comes in handy when you need another gangsta to run with.



chicken ned

This employee of Lik-A-Chik is available at any point in the game, as long as he's not busy with his other job. He drives a beat-up Jackrabbit and pulls out a baseball bat for a cluckin' good time. To unlock Chicken Ned, you merely have to find his hidden phone number somewhere in Stilwater... or keep reading. He scribbled his number on the side of a strip club wall—opposite Gang Tag #43. The number is: 555-2445.



Mr. Wong

Mr. Wong is the Asian gentlemen who hires you to eliminate eight targets in the Westside Rollerz Chinatown Hitman Activity. When you complete this task, Mr. Wong becomes a Homie. He comes equipped with a T3K Urban submachine gun and a sweet ride, the luxurious "Justice." Throw in a Nitro kit and you've got quite a vehicle for your notorious Homies.



Zombie Lin

SPOILER ALERT: This is one of the coolest features in the game. After Lin, your fellow 3rd Street Saint friend and associate dies, you can call Eye for an Eye to bring her back to the realm of the living. Eye for an Eye is a voodoo service. Their ads can be found on billboards and bus stop posters. The number is: 555-5966. Lin comes back looking like she's been dead for at least six months! Evidence of her watery tomb covers her as she is draped in a seaweed bikini top. She often has to ease her half dead cravings and settles down for a meal—eating corpses of the fallen victims. *Braaaains!* When she's feeling aggressive, Zombie Lin pulls her arm out of the socket and beats people with it! She drives an awesomely tricked out Reaper (hearse), complete with neon glowing wheels and a custom paint job.



Phone Numbers

Throughout Stilwater, you'll find telephone numbers on billboards, walls, and bus stop posters. An entertaining recording or sometimes a useful feature is just a phone call away. Once a number is called, you no longer need to dial it again. Instead, go to the Phone Book option on the cell phone and all the businesses you've called will appear on speed dial. Here are some of those numbers:



911

Need some health quickly, rather than waiting for it to restore gradually over time? Pause the game, access your cell phone, and dial 911. An Ambulance arrives. Approach the driver's side and the paramedic exits the vehicle. A healing marker appears. Step into it and press **Y** to replenish your health!



Quick Reference Directory

Rim Jobs	555-3493
Legal Lee's	555-9467
Lik-A-Chik	555-3863
	555-6238
Stocks	555-2135
Grounds for Divorce	555-5471
Crash Landing	555-6278
TNA Taxis	1-555-455-8008

Steamer PG Aquatic	12
Unlocked and	
Autolock via Steam	10
Unlocked	
Blackout Light	100
Unlocked	
Constrict Effect	70
Unlocked	
Scorching	10
Unlocked	
Autolock via	10
Unlocked	
25 of 42 unlocked	

Achievement	Gamer Points	Details
Added to the Row	20	Play Saints Row for a total of 20 hours.
Audiophile	10	Collect all 60 hidden CDs.
Cannonized	10	Join the 3rd Street Saints.
Clocktower Camper	20	Head shot and kill a total of 100 enemies with a Sniper Rifle in ranked matches.
Contract Killer	10	Complete all of the Human levels.
Demo Demon	10	Complete all levels of Demolition.
Grand Boy	10	Complete Co-op level Mob Rule at the highest difficulty level.
Fluffer	10	Complete all of the Escort levels.
Getting Up	10	Hit all tag locations hidden throughout Stillwater.
Grease Monkey	10	Own a car worth \$50,000.
Gripper	10	Earn \$200,000 in Insurance Fraud.
Killa	20	Reach a TrueSkill rank of Killa in any multiplayer mode.
Kingpin		
Leader of the Pack	100	Acquire all seven Howies.
Mad from Rubber		
Negotiator	10	Take 50 hostages.
Penny Pinch	20	Earn \$1,000,000 in the city of Stillwater.
Snatch	10	Complete all the Snatch levels.
Pimps Down		

Achievement	Gamer Points	Details
Professional Thief	200	Steal 30 boxes and deliver them successfully.
Rackel Lord	160	Complete all Activities in Stilwater.
Regicide	40	Take over Vice Kings territory.
Ruler of Stilwater	160	Help the 3rd Streets Saints take over Stilwater.
Speedy B	50	Complete 100 laps in the Drag Race.
Thug	50	Reach a TrueSkill rank of Thug in any game mode.
Tuner	160	Drive 500 laps in the Drag Race.
Unbeatable	200	Win 100 ranked matches.

everything unlockable

The following is a list of every unlockable in the game.

Unlockables	
What unlocks them?	Unlockable Item
Activities	
VK Chop Shop Completed	Special Stiletto vehicle in crib garage
All Chop Shops Completed	Discount on all vehicle repairs
VK Drug Trafficking Completed	VK Notoriety drops 5% faster
All Drug Trafficking Completed	Police Notoriety drops 5% faster
VK Escort Completed	Homie Samantha
All Escort Completed	Special The Job vehicle in garages
VK Hijacking Completed	Jewelry pack available at crib
All Hijacking Completed	Special Titan vehicle in garages
VK Hitman Completed	Platinum T3K Urban at cribs
All Hitman Completed	Discount on Weapons, Platinum RPG at cribs
VK Insurance Fraud Completed	Receive less damage from bullets
All Insurance Fraud Completed	Health regen triggers faster
VK Snatch Completed	Pimp Jewelry
TSS Snatch Completed	Homie Will
1st Racing Location Completed	10% discount off customization items at Rim Jobs
3rd Racing Location Completed	30% discount off customization items at Rim Jobs
LC Tagging Locations Completed	10% Sprint bonus
VR Tagging Locations Completed	10% Sprint bonus
LC Mayhem Completed	Molotovs at Crib
VR Mayhem Completed	Pipe Bombs at Crib
Broken Down Trucks	Trucks at Garage

Unlockables	
What unlocks them?	Unlockable Item
Cribs	
TSS Back in Backs Complete	Saints Row Crib
	Downtown Penthouse Crib
LC What Goes Up Complete	Lopez Mansion Crib
Collectible CDs	
5 CDs Collected	Don't Let Me Like I'm Your Wife—Aisha
20 CDs Collected	Man Up—Ghostface Killa
30 CDs Collected	Get Out of My Way—Daz Dillinger
40 CDs Collected	Hurry, Hurry—Strong Arm Steady
60 CDs Collected	Saints Row—David Banner
Number of Homies You Can Recruit	
TSS Canonized Completed	Homie allowed in your party
50% of the city owned	4 Homies allowed in your party
Unlockable Homies (Not Earned in Activities)	
TSS Canonized Completed	Wheel Woman
Call 555-2445	Homie DJ
	Chicken Mascot
Unlockable Vehicles	
Los Carnales Story	LC Vehicle pack unlocked
Vice Kings Story	VK Vehicle pack unlocked

vehicle storage

At the completion of each storyline, the main character's vehicles will be unlocked and placed in your garage.

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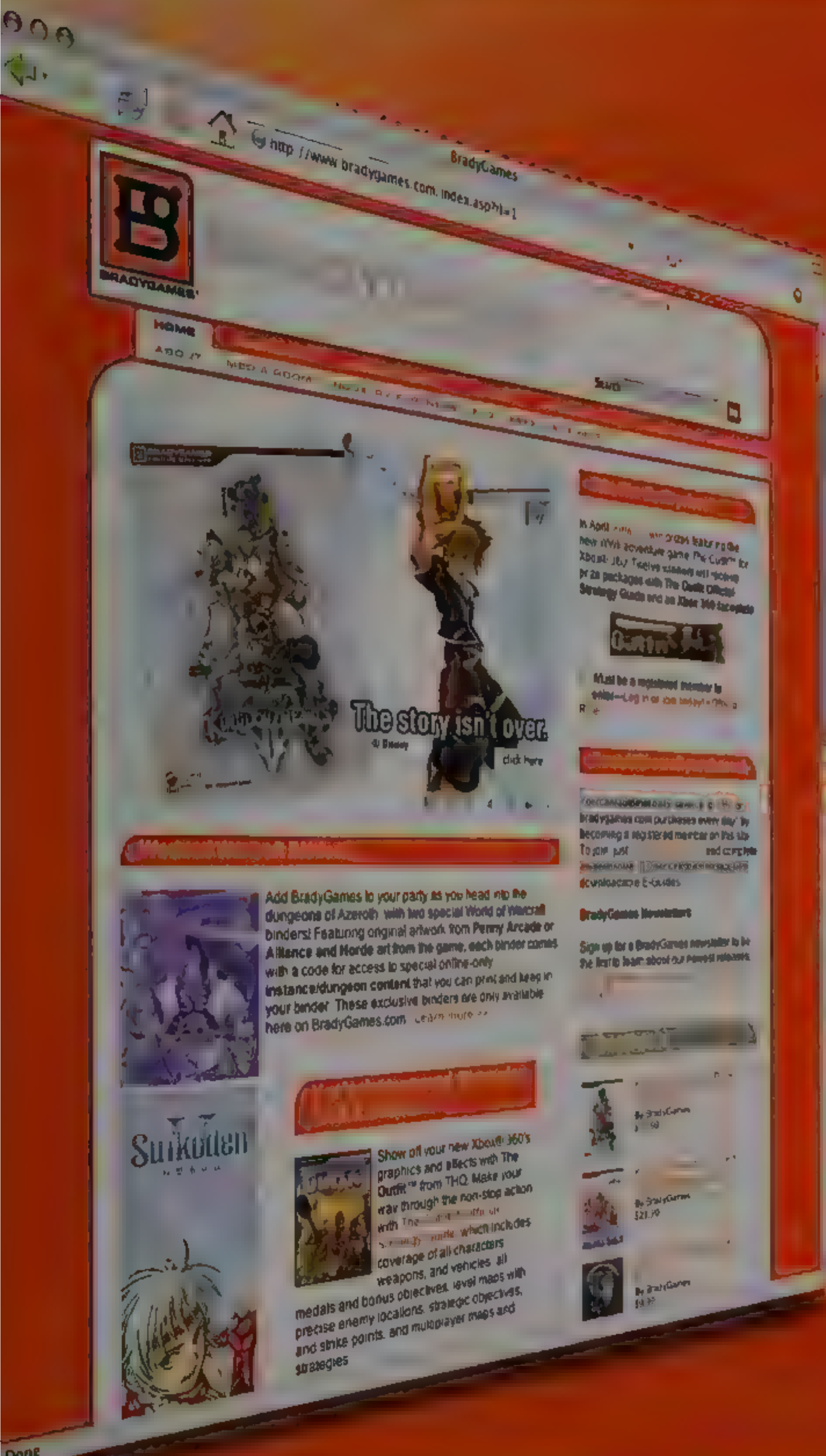
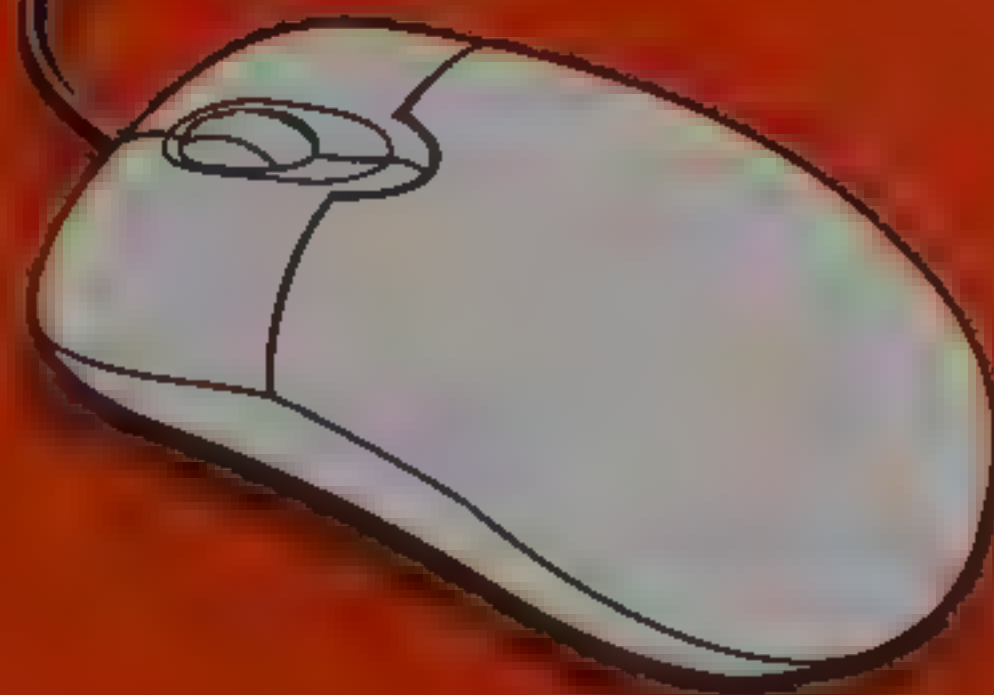
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Saints Row

official strategy guide

Written By Tim Bogenn

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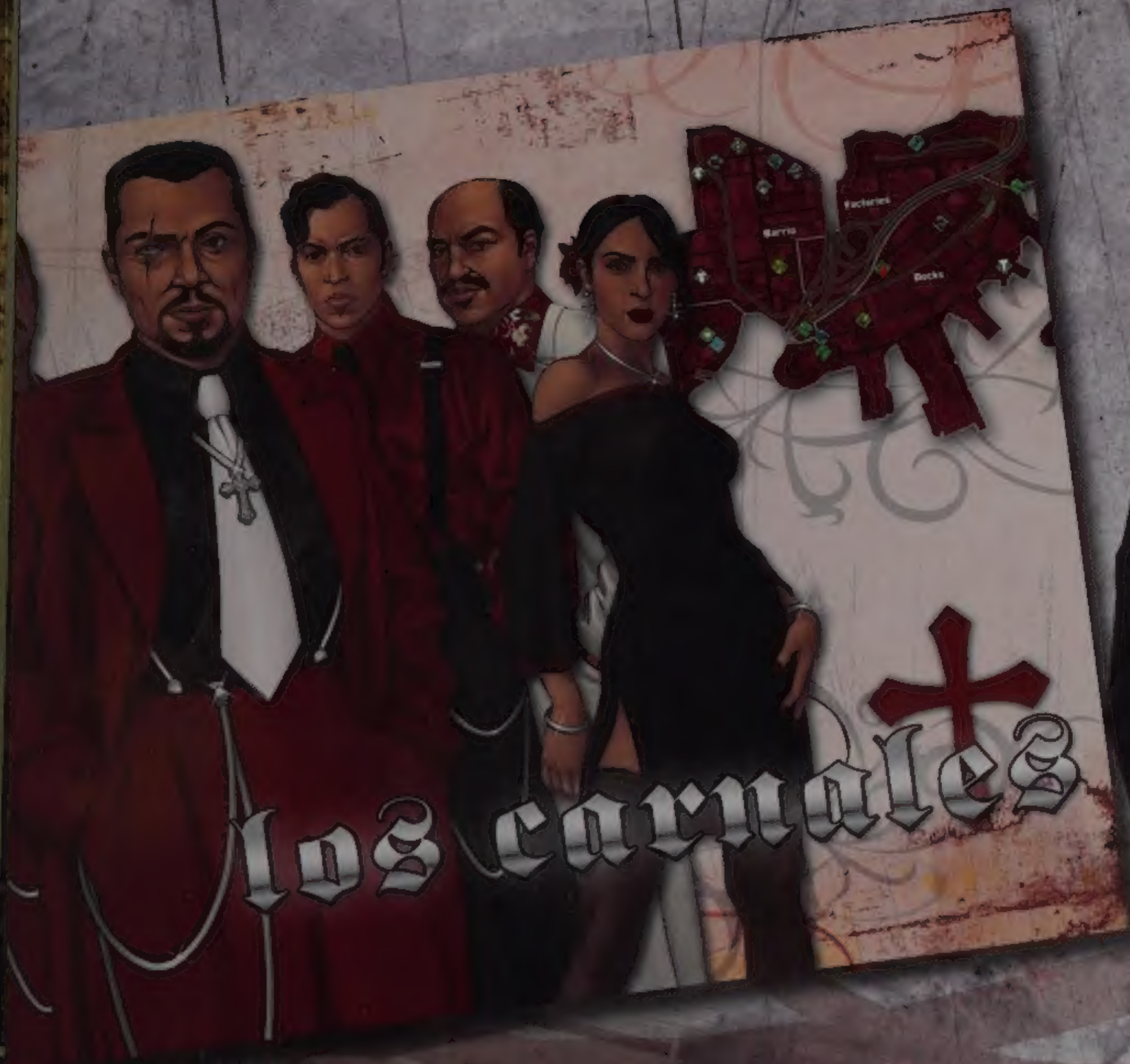
Michael Owen

Team Coordinator

Stacey Beheler

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West Side rollerz



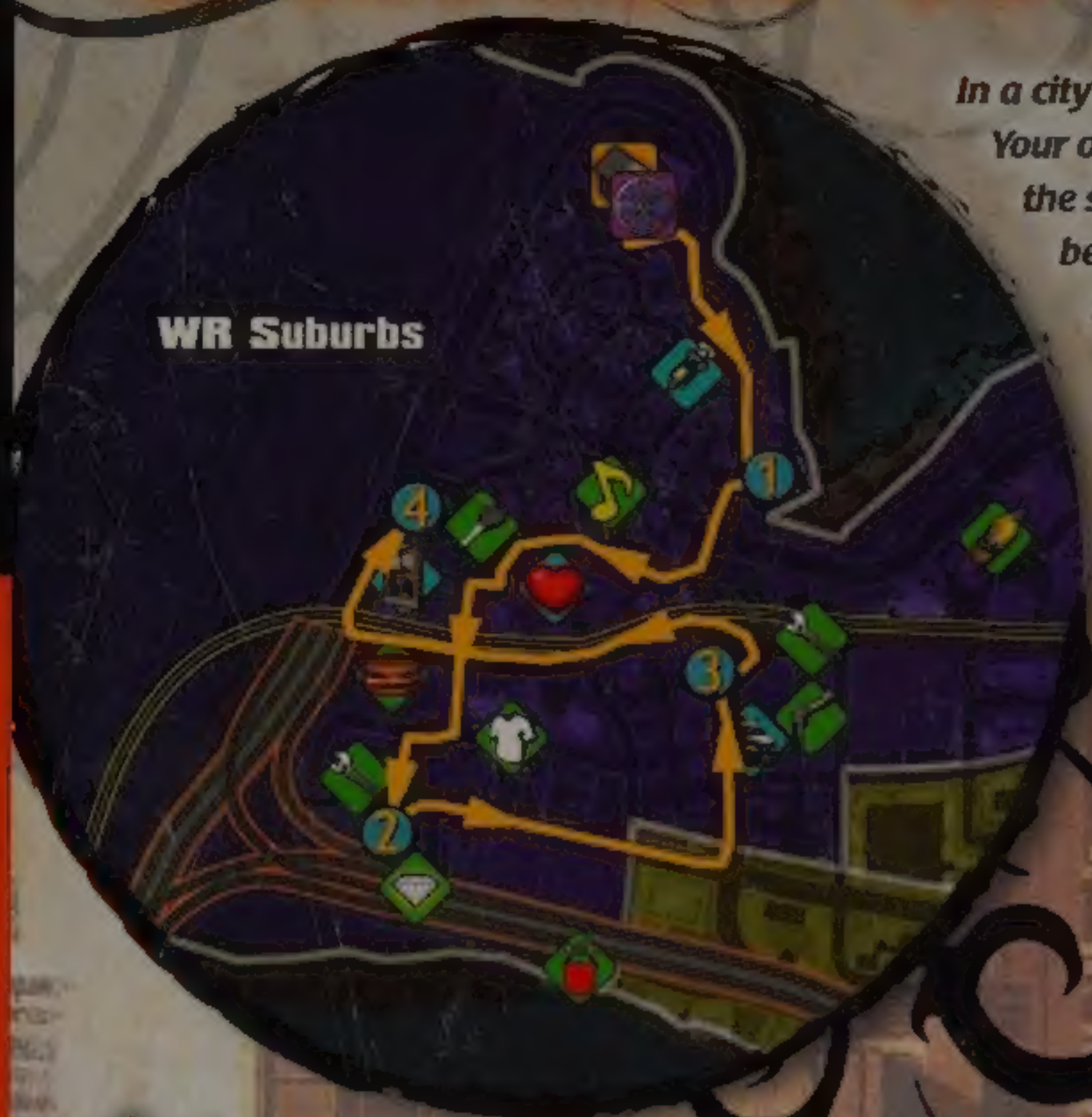


welcome to Stilwater...

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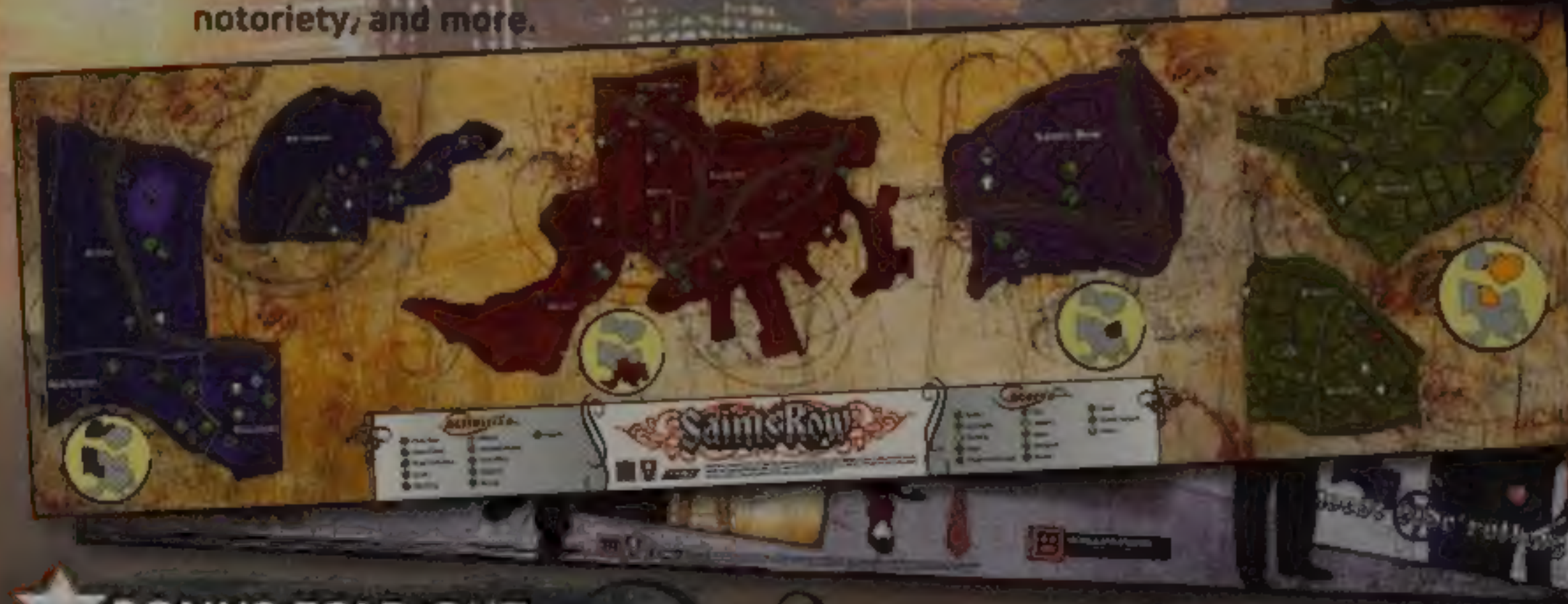
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HIDDEN ITEM MAPS

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A complete rundown of all the stores, weapons, and vehicles in the game—plus everything you need to know about respect, notoriety, and more.



BONUS FOLD-OUT

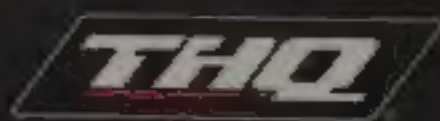
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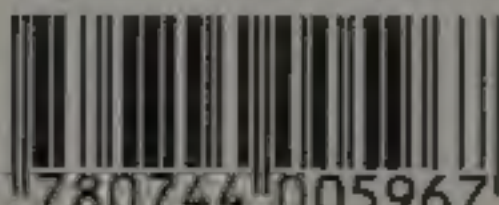


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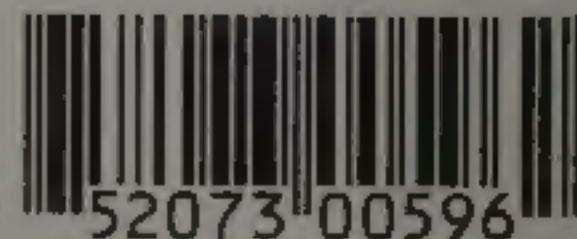
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